

Wyrmskeep Dungeons BW2

Befouled Maze of the Demi-Lich

Written by Joe Pearce

AN ADVENTURE FOR CHARACTER LEVELS 10-12



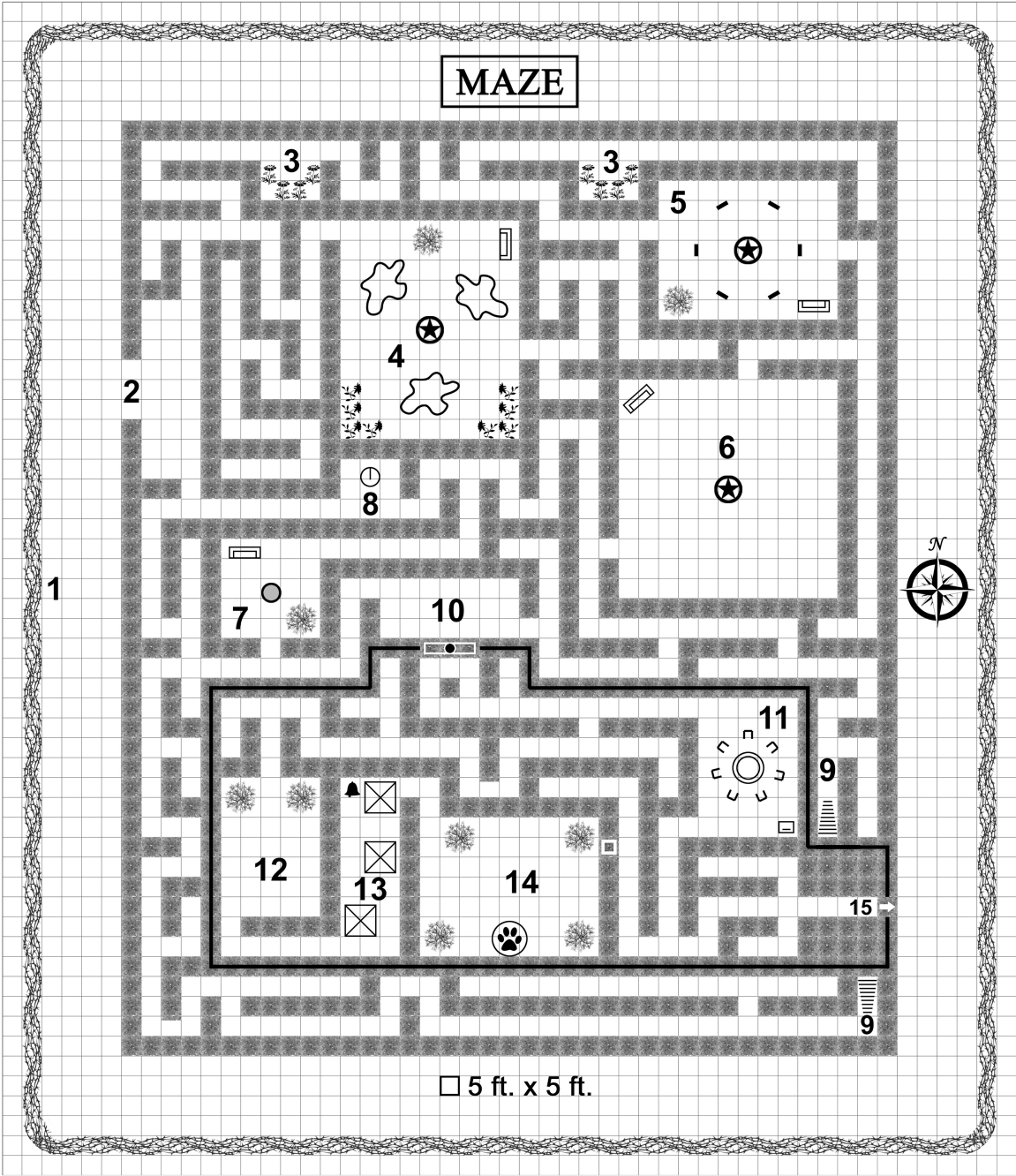
One day a group of adventurers, just minding their own business, traveling between one town to another, notices something that sparks their curiosity off the road. They find an isolated shrine and, inside, an elderly, wizened, bald man in grey robes. He greets the party and reveals via a tarot card reading an intriguing side quest: saving the beloved friend of a demigoddess from within a bewitched hedge maze, and defeating the perpetrator of this kidnapping, the lich Ulsus Malachite.

The party members agree the undead fiend will not be caught unprepared. The maze will likely be full of foul beasts and devious traps that will try to stop foes from thwarting his plans by destroying the unwary. The elder hints that the demigoddess will grant priceless rewards, including a heart's desire, with a successful rescue. Can the adventurers survive to claim it? Also, what exactly does the lich gain by this kidnapping? So many mysteries in this **Befouled Maze of the Demi-Lich™**.

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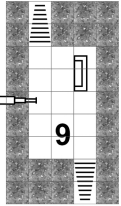


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LEGEND					
	Vine Wall		Birdbath		Sunflower & Pot
	Hedge Wall		Vine Ball w/Beren		Roses
	Fountain & Statue		Pond		Monolith
	Pit		Pool		Rotating Door
	Stairs		Box on Stand		Collapsing Hedge
	Bench		Bell		One-Way Exit
	Tree		Chair		Outer-Inner Maze Boundary
	Sundial		Spyglass		

BRIDGE



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AN ADVENTURE FOR CHARACTER LEVELS 10-12



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AUTHOR'S NOTE

Thank you for purchasing this module! The adventure within contains a challenging set of encounters requiring varied tactics and skill sets, which hopefully you and your players will enjoy!

GM INFORMATION

This module is designed for a group of 10th to 12th level characters, with total levels of around 80. If the party is significantly weaker or stronger than that, you may need to adjust the hit points or number of opponents to compensate. The party should consist of at least three fighters, a cleric, a mage, and a rogue.

There is an assumption that all party members have been comrades for awhile, but the scenario works just as well if everyone met along the road and decided to journey together. In either case the characters should have some knowledge of each others capabilities.

The scenario can be ran stand-alone or as part of a campaign. Feel free to change the names of locations to match your game world. FYI, the place names are from my campaign world and may appear in other modules!

The stat blocks for non-player characters and monsters can be found at the back of the module, with descriptions of new magic items listed immediately after.

BACKGROUND

Most of the important background information leading up to the events of this module can be found in the exposition provided by the “monk” under **The Shrine** section, in the **Role-playing Ulsus Malachite** sidebar found in the **Maze Goal (14)** encounter, and in Ulsus’ **NPC Description**. For the benefit of better integrating the adventure into your campaign, some additional details are provided here.

The unnamed leader mentioned by the monk can be any nearby ruler with the resources to hire a couple of sets of adventurers.

Persemony is a demigoddess of gnosticism (personal knowledge). She was a human bard/cleric that ascended to godhood centuries ago. Her alignment is chaotic good.

There is a tact agreement between deities to avoid direct involvement in worldly matters — to ensure integrity of the Material Plane — which prevents Persemony from personally rescuing

her beloved pet, Beren. Instead, she has to get some mortals to do that for her.

PROLOGUE

To begin the adventure, read the players the following:

The party is traveling on a road between the towns of Barrowash and Everborough. A few leagues from your destination, within a forest, one of the party notices some lights flickering off the road and points them out to the others. Another person walks to the edge of the road and clears away some of the loose leaves and pine needles on the ground, revealing a cobblestone path. This is odd because no one who has taken this road before remembers such a path! Someone voices the concern that the lights might be Will o’ Wisps, but another says those creatures’ glow doesn’t shimmer like that. There is a short discussion, and the entire party agrees to follow the path.

THE SHRINE

No obstacles are encountered before reaching the flickering lights.

After walking for a few minutes along the overgrown, cobblestone path, you encounter a shrine with four, lit paper lanterns hanging from the awning. Heavy canvas curtains cover an entrance. One party member steps forward to pull the curtain apart while the others prepare for any surprise. The concern turns out to be unwarranted as the only creature inside is a wizened, elderly, bald human in well-worn, grey robes sitting cross-legged behind a short table. He has a long white beard.

Without a word, the “monk” (for a better word) bids the party into the shine. Everyone is able to find space inside, even though from outside the shrine doesn’t look big enough. The monk reaches to his side and pulls out a deck of cards. He gives the deck one shuffle and then lays out some cards on the table face-down. At this point, he speaks.

“The cards foretell a great reward awaiting, but you need to know more to seek this fortune. Let me enlighten you.” He picks-up one card, turns it over, and stretches out his arm to give a good view of the card. It is the image of man wearing royal clothing sitting on a throne and labeled **THE EMPEROR**. **“The leader of this land has become aware of a great threat**

to his realm being engineered by one who feels slighted by an ancient ancestor of the leader.”

The monk places the card back on the table and reaches for another to show the party. It is of a skeletal humanoid in black robes wielding a scythe. Dead bodies lie at his feet, one of noble blood, the other a commoner. This card is labeled **DEATH**. “**Whispers of the wise indicate that the undead fiend, Ulsus Malachite, was about to complete a long-term plan of vengeance. The final moves in this plan, though, have allowed the leader to learn where Ulsus' lair could be found. The leader knows he must quickly counter.**”

The monk selects another card labelled **THE TOWER** which shows a castle being overthrown with multiple individuals falling out. “**He hires two groups of adventurers. The first party attacks Ulsus at his base. The battle is fierce, and Ulsus is only vanquished when the last surviving adventurer sacrifices himself by using a magic item of mutual annihilation. Of course, Ulsus has hidden away, in another location, his phylactery where his body will reform. Unbeknownst to him, during the battle, he was marked by an enchantment that would allow the second party of adventurers to locate and hopefully destroy Ulsus and his phylactery!**” He shakes his head. “**They fail, as enough of Ulsus' body had reformed to allow him to defend himself. The only positive result of the second battle is that the phylactery was shrouded with a spell that prevents Ulsus from locating it, and then it was thrown into a deep crevice and carried away to places unknown by an underground river.**”

At this point the monk will stop for a moment. A character might try to ask a question here, but the monk will immediately continue his reading before the character can even utter one word. (Yes, he's annoying like that.)

The next card, labelled **STRENGTH**, features a woman in white robes with a lion-like beast standing at her side. The monk continues, “**The fiend has contingency plans. With the help of some minions, he captures and threatens the life of the beloved friend of the demigoddess Persemony unless she employs her divine powers to overcome the non-detection magicks on his phylactery.**”

While still holding the current card, the monk picks up **THE MOON** card with his other hand. This card sports two canines baying at the moon while a snake-like creature's head emerges from a lake. “**Ulsus has hidden away the kidnapped in a hedge maze that has been transformed into a fortress, befouling all its beauty to his own purposes. Persemony is willing to risk one attempt to rescue her friend and, at the same time, destroy the fiend once and for all while he is weak and without his greatest powers. Time is of the essence though, as the deadline for Persemony to comply is only two dusks away.**”

The monk places the two cards back on the table and selects one more: **THE FOOL**, showing a carefree man about to walk off a cliff. “**All that is required is that a bold party be willing to undertake the task, with the knowledge they will be gifted as a demigoddess can, including one heart's desire. Can such individuals be found?**”

He turns the card around to reveal that the back has a small map on it, undoubtedly showing the route from the shrine to the hedge maze. He reaches out so that someone can take the card. One person does so, and the others stare at the card for a moment. When the party looks back to the monk hoping to ask some questions, all they see is a seated skeleton draped in a tattered grey robe. Freaky.

Well, no one in the party has a pressing matter to attend to, so why not investigate.

If someone tries to interrupt the “monk's” fortune, read this little passage:

The monk looks at the one who spoke and says, “**Try not to be so rude, youngster**” He speaks in a stern, but mentor-like way that is very hard not to agree with. The card reading immediately continues.

The GM can give the players a copy of the **Tarot Card Map** found in the back of the module.

A successful DC 12 Arcana check will allow a character to interpret “weak and without his greatest powers” to mean the lich has a lower spellcasting level and no legendary powers (paralyzing touch, frightening gaze, drain life)!

TRAVEL TO THE HEDGE MAZE

Given the landmarks shown on the map, it looks like the hedge maze is only an hour or so away deeper into the forest. If the party follows the map, it will indeed lead them to the demi-lich's befouled hedge maze.

HEDGE MAZE

Ulsus Malachite has turned an abandoned hedge maze into a temporary base of operations. A number of changes have been made to the features of the maze to make it more defensible.

Maze. The hedge maze is 200 by 240 ft. in size. The walls are composed of trimmed yew bushes that have been infused by both dead and living black, thorny vines that are as dense and as strong as stone, making a near impenetrable cacophony of growth. The maze is topped by a netting of stone-like vines making a roof that allows very little light into the maze. (The light reduction is enhanced by dark magic and doesn't trigger the *sunlight sensitivity* trait.) The ground is grass-covered.

Exterior Vine Wall. The maze is surrounded by a separate wall composed of black vines, with a space of around 20 ft. between the wall and maze edge.

Benches. There are benches in five locations in the maze, each bearing a small, bronze dedication plaque. Whether the person mentioned on the plaque is currently alive or dead is up to the GM. Any extensive search of a bench will reveal an irregular undersurface. Tipping it over will show that a map is engraved on the bottom. The map can be easily copied to parchment using charcoal rubbing or by hand. Dots on the map indicate the location of benches. The GM can give the players a copy of the **Bench Map** found at the back of this module.

Outer to Inner Maze Trap. It is possible to pass through the plant walls by assuming gaseous form, becoming ethereal, teleporting, shifting in and out of another plane EXCEPT in the case of moving from the "outer" to "inner" maze or visa versa. The inner maze comprises **encounter areas 11 through 15 and connecting passages**. Attempts to travel between the two parts of the maze except through the **Hidden Hedge Door (10)** area will lead to the unfortunate person(s) becoming trapped inside strange sunflower plants in the nearest of the

two **Sunflower Pots (3)** areas. One can hear the plaintive moans of those trapped, allowing victims to be found and possibly restored. A DC 15 Intelligence check can be made to abort an action that would result in being trapped. There is no way to avoid capture except by using magic on the level of a *wish* spell. A victim can be restored to normal via *remove curse*, *polymorph*, or similar magic.

Long Rest. The party can take one long rest in the limited time allowed to rescue the demigoddess's friend. If the players consider having the party take a second long rest, remind them of the time limit the monk mentioned!

Random Monster Encounters. If the party decides to rest for an hour or more inside the maze, there is a 10% x hours of rest chance that **6 (2d4+1) wood mephits** will emerge from the nearby trees or hedges and attack. The attack will occur about a quarter into the rest period. The exceptions to this rule is the **Bridge (9)** and **Contemplative Garden (11)**, which never have random encounters.



1. EXTERIOR VINE WALL

You approach the location in the forest indicated on the little card map. You see ahead a wall composed of long, thick, black vines with thorns a couple of inches long. The wall is 10 ft. tall and stretches over 60 ft. in both directions.

The party will likely want to try to hack through the wall to reach the other side. Any attempt to strike the wall will result in a 15 ft. section of **Black Vines** to come alive and defend itself. If

the party strikes at more wall than the initial section, *another* 15 ft. section of vines will attack! Each 15 ft. section counts as a separate creature. Trying to fly over the vine wall will also result in a section of vines attacking, although the vines only have a reach of 30 ft. Once a section of black vines is destroyed, the party can safely pass through the hole created.

After the party makes it to the other side of the wall, read the players the following:

Some 20 ft. from the vine wall is another wall composed of common yew plants shaped into a hedge some 8 ft. high. Here and there in the hedge you can see evidence of black vines intermingled with the yew. There is a 15 ft. wide arch-shaped opening in the hedge near the center of one side.

If the party gets a view from above the hedge, they will discover a thick canopy of vines of varying height acting as a “roof” to an area over 40,000 square ft. There is no way inside from above except via magic (and there are dangers in such a plan as noted under **Outer to Inner Maze Trap** in the **Hedge Maze** features above).

2. ENTRANCE

Passing through the opening, you enter a rectangular area 45 ft. wide and 15 ft. deep. The walls are all hedges. Definitely looks like a hedge maze. The canopy of vines above appears to be blocking an anomalously high amount of sunlight, giving the impression of twilight away from the entrance. The dim light is sufficient to see by though. Everyone feels a sense of dread — whether this is from a magical effect or just the eeriness of the place is hard to say. There are two 5 ft. wide exits at both far corners, one leading left and the other right.

There is nothing else of interest in this area.

3. SUNFLOWER POTS

The passage opens into a 15 ft. square area. Along the side wall are four large ceramic pots with tall sunflower plants growing in them. The flowers are over a foot in diameter!

If any party members have been transmogrified into sunflowers by the lich's defensive magic that prevents travel from the outer to inner maze, read the party the following, replacing “[#]” by the number of transmogrified characters in this area:

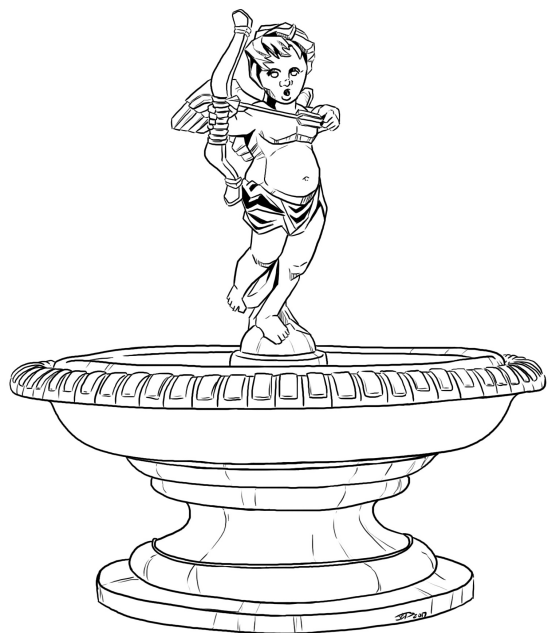
Some of the flower petals are closed. As you watch, [#] of these open to reveal the facial features of party member(s) that went missing in the pattern of the sunflower seeds! Creepy!

Transmogrified characters can be restored per the magical options found under **Outer to Inner Maze Trap** in the **Hedge Maze** features section above.

4. GARDEN OF THE HYDRAS

The passageway opens into a large area, maybe a little over 40 ft. by 50 ft.. The canopy of vines stretches upward to form a dome 30 ft. high. At the center is a 6 ft. diameter circular fountain with a marble statue of a cherub standing on one foot and holding a small bow and arrow. Or at least it would be a fountain if there was any water inside. Three irregularly-shaped ponds of water, 10 to 15 ft. wide, are arranged around the fountain some 10 ft. away. Lily pads float on the surface of the ponds. An oak tree grows along the north hedge wall while a stone bench rests in the northeast corner. A couple rows of white rose bushes grow at both southern corners. There is one other exit to the area.

Examining the ponds without disturbing the surface will reveal that they are quite deep (at least 60 ft.) and stretch underwater much greater than the size of the pond. A glitter of something metallic is visible at the bottom of the southern pond.



Disturbing the surface of any pond or touching the cherub statue will cause a creature to erupt out of the disturbed (or nearest) pond: one **5-headed Hydra!** The creature will immediately attack. Roll to see if the party is surprised. A **second Hydra** will appear out of another pond on the second round of combat, followed by a **third Hydra** from the last pond on the third round.

A search of the statue will reveal that the cherub's belly button hides a keyhole. The lock can be picked on a DC 12 Dexterity roll. Success "releases" the cherub so it can be rotated on its base. When oriented so the arrow points towards the **Hidden Hedge Door (10)** area, water will begin to pour out of the cherub's mouth. The hydras will try to avoid damaging the statue; but if that happens anyway, consider the base to be released and rotated correctly.

The gleam at the bottom of the southern pond is the metal bindings of a heavy, wooden chest. Characters with a Strength or Constitution of less than 14 risk drowning in trying to swim down and carry-up the chest without assistance. The chest has two handles on the sides, so two people can be involved in recovery or a rope can be tied to the chest to pull it up. See the rulebook on the topics of swimming and suffocating for more information.

The chest is locked and trapped, both DC 12 Dexterity checks. A DC 12 Intelligence check will determine that the trap will squirt some kind of liquid. Underwater this would affect anyone within 10 ft. of the chest. A person contacting the liquid must make a DC 15 Constitution check or be transformed to only be able to breath water! The liquid is considered a poison for countering its effects. Inside the chest is 5,600, sp, 2,100 gp, 420 pp, a 500 gp diamond, two gold necklaces with large ruby gems (1,500 gp each), **potion of superior healing, dust of dryness,** and a **circlet of blasting.**

General details about the bench can be found in the **Hedge Maze** features section above. The bench's brass plaque reads, "**A gift of High-Priest William the Blessed of the Kohenihm.**"

5. MEMORIAL TO THE (UN)DEAD

You have entered a 35 ft. by 45 ft area. At the center is a 6 ft. diameter circular fountain with a marble statue of a cherub standing on one foot and holding a small bow and arrow. There is no

water in the fountain though. Around the fountain in a circular pattern are six 3 ft. wide by 8 ft. tall, black, marble monoliths. An oak tree grows in the southwest corner, while an 8 ft. long stone bench sits in the southwest corner. There is one other exit to the area.

The monoliths are each engraved with a name and epitaph.

Galeg Morninghunter, Prince of the Tanz
The Doom of the Red-Foot Goblins

Zey Mu, Knight Excelsior
Defender of the Golden Order

Sandra Wheatdream, Her Cardinality
The One Who Knew

Khelur Taonmino
Overmayor

Lady Georgia R'tan
Patron of the Ancient Arts

Olm the Bastard, Former Dark Chieftain
Born Orc, Died Human

Read this if the cherub statue is touched:

A cold wind suddenly swirls around the area. Out of the monolith of Galeg Morninghunter steps a **Wraith!** The apparition wears a black, flowing, hoodless robe. A crown made of gold, with multiple green gems around the rim, sits upon its head. The wraith turns to face the nearest party member and begins to speak in a deep, reverberating voice. "**He who commands me commands *you* to cease your activity and leave this maze with all due haste! Acting contrary to this order will only lead to conflict and the untimely demise of you and your comrades!**"

The **Wraith** will entertain questions from the party, but it doesn't know much beyond that he was summoned from his rest by "a creature of terrible evil," and it is indeed the spirit of Galeg Morninghunter. The wraith has little memory of its past life. After each question is answered, there is a 50% chance the wraith will grow impatient and threateningly drift towards the last character that spoke.

Once combat becomes inevitable, the wraith will say the following: "**Although I have no choice but to give my best effort to destroy you, if you do ultimately defeat me, please erase my name from the monolith to prevent this depredation from ever occurring again! Or should I say, erase the names from all our**



monoliths!" 5 more Wraiths will manifest, one from each remaining monolith, each wearing a simple gold crown. All undead will then attack.

If any wraith is turned, it will leave the chamber through one of the exits. If combat lasts longer than the turn effect lasts, wraiths will return to continue the fight. Otherwise, they can be considered "lost in the maze" and will instead reappear in the **Hidden Hedge Door (10)** area!

If a wraith is killed it will fade away, but the crown it wears will remain and drop to the ground. Each crown is worth 1,000 gp, except the Gale's gem-encrusted crown which is worth 3,500 gp.

The cherub statue operates identically to the one in the **Garden of the Hydras (4)**.

General details about the bench can be found in the **Hedge Maze** features section above. The bench's brass plaque reads, "**Bench Donated by Morden Tallowmire, Esq.**"

6. ALL DUG UP

The passageway opens into a large area over 50 ft. square in size. The canopy of vines stretches upward to form a high dome. At the center is a 6 ft. diameter circular fountain with a marble statue of a cherub standing on one foot and holding a small bow and arrow. No water exists in the fountain. Except for the area around the fountain, the ground is extremely rough and broken with mostly dirt covering the chamber instead of

grass. An 8 ft. long stone bench is partially buried in dirt in the northwest corner. The place is a mess, that's for sure! There is one other exit.

The ground in this area is considered rough for movement purposes. If anyone steps within 5 ft. of the fountain, **two Bulettes** will erupt from the ground near the two largest groups of party members that are at least 10 ft. from the fountain. Characters within 10 ft. of the eruption points must make a DC 14 Acrobatics check or be buried and restrained by the huge amount of dirt tossed about. On each round after being buried, a character can try to make a DC 14 Athletics check to dig themselves out. Success will leave the character prone, but able to act. The bulettes will avoid damaging the fountain. There is no treasure in this area.

The cherub statue operates identically to the one in the **Garden of the Hydras (4)**.

The bench can be easily dug out and examined. General details about the bench can be found in the **Hedge Maze** features section above. The bench's brass plaque reads, "**Hope you like the view as much I do. — Elsa Libertine.**"

7. FOR THE BIRDS

The central element of this 25 ft. square area is a birdbath with a 3 ft. diameter bowl. There is an oak tree in one corner, an 8 ft. long stone bench at the opposite corner, and one other exit.

The birdbath is filled with water. When anyone approaches within 5 ft. of the birdbath, two small, black starlings will fly into the area and land on the rim of the birdbath. One or two additional birds will fly in and join the others every 10 seconds or so. Once the birdbath's rim has two dozen or so birds roosting on it, new arrivals will instead try to land on characters in the area!

Once no characters are within 10' of the birdbath, the birds will stop arriving. All birds will remain until no party members are in the area, at which point they will start to fly out the exits. Attempting to follow the birds is useless as they disappear once they fly around a corner and are out-of-sight. The starlings are not *physically* dangerous to the party, but might cause some irrational distress.

Examining the tree will reveal a nest containing three eggs with yellow shells streaked in black. These are **Eggs of Speed**. See the **New Magic Item Descriptions** section at the end of this module for information about the eggs.

General details about the bench can be found in the **Hedge Maze** features section above. The bench's brass plaque reads, "**Bestowed by Sir Samuel Vinos, Chief of the Barrowash City Guard.**"

8. SUNDIAL AND BENCH

The passageway becomes wider on the northern side for a short distance — maybe 10 ft. deeper — forming an alcove. A stone sundial with a metal gnomon has been placed in the alcove.

The sundial is odd. Even though the vine canopy is not letting in enough light to cast any significant shadows, the sundial *is casting* a shadow matching the time of day. There is no shadow at night, of course. The sundial can be removed from the maze without impacting its magical powers, but the object is very, very heavy and bulky.

By the way, a "gnomon" is the part of a sundial that casts the shadow.

9. BRIDGE

Just after the current passage turns to the left, you see a white-painted, wooden stairs going up. The total rise appears to about 12 ft. The vine canopy arcs upwards to make room for whatever is at the top of the stairs.

If the party climbs the stairs, continue reading:

You are now standing on a white-painted, wooden platform about 20 ft. wide by 30 ft. long. There are chest-high (for humans) railings along the edges. Mounted on the western railing is what you guess is a spyglass. You can only see the eyepiece end as vines tightly grow all around the rest. An 8 ft. long stone bench exists in the northeast corner. You get the impression that a passage runs *under* the platform from west-to-east, but the thick hedges make it hard to tell for sure. An exit is visible on the opposite side leading to what is likely another set of stairs leading down.

The spyglass is firmly stuck in its current orientation because of the vines. It points towards the **Maze Goal (14)**. If anyone looks through the spyglass, this is what is seen:

You peer through the spyglass. The scene you see is entirely in shades of grey. It is a large, maybe 40 ft. sq. area, in the maze. There are oak trees growing in each corner. Between the two trees on the left is a somewhat spherical ball made of vines 10 ft. or so in diameter. The ball is possibly hollow, as movement can be seen inside. Walking through the area is what looks like a troll wearing a large backpack. He occasional stops and talks to... well, himself you think. He has a belt with a small sack hanging from it. You don't see a weapon on him. You see only one exit from the area.

The odd part of all this is that when you look through the hedge in the same direction the spyglass points, you only see the top of the vine canopy. What the...?

The answer is that the character is using a **Clairvoyant Spyglass**. See the item's full description at the end of the module. The spyglass can be unmounted and taken intact *only* after the lich is defeated and the vines recede.

General details about the bench can be found in the **Hedge Maze** features section above. The bench's brass plaque reads, "**Rest your feet! — Valentina Mota**"

10. HIDDEN HEDGE DOOR

The passage becomes wider here — some 15 ft. wide for about 30 ft. or so. Other than that there is nothing else remarkable.

Anyone who walks near the middle section of the southern wall and has at least a DC 15 passive Perception or better will note something interesting. A 15 ft. section of the wall is designed to rotate, but is currently locked in place. The wall can *only* be unlocked and rotated if the three cherub statues are properly facing towards this area. See **Garden of the Hydras (4)**, **Memorial to the (Un)dead (5)**, and **All Dug Up (6)** for locations of cherub statues.

If the party comes here for the first time after properly rotating the cherub statues into place, then the rotating section of the south wall will be obvious to anyone as the “door” will be slightly ajar.

If any **Wraiths** were turned in **Memorial to the (Un)dead (5)** and were “lost” in the maze, they will enter this area and attack just before the party exits!

11. CONTEMPLATIVE GARDEN

You enter a 25 ft. by 35 ft. rectangular garden. There is a 6 ft. circular pool in the center with 7 stone chairs arrayed around it. The edge also acts as a flower bed for some tulips. Intermittently, a ripple appears on the surface of the pool. There is an oak tree in the northeast corner. A 2 ft. wide by 1 ft. tall, white box sits on a white stand in the southeast corner. A second exit leads west from the southwest corner.

Swimming in the pool are about half-a-dozen Koi fish. But not really. The fish (and their ripples) are illusions. This can be easily determined by trying to touch or grab a fish, which will cause it to be dispelled. Dispelled fish reappear after one minute. If the party takes a good look at the white box, read them this:

The box in the corner is made of wood and painted white, as is the stand it is firmly attached to. The stand is embedded in the ground. There is a wooden handle on the top of the box at the back-center.

The handle can be pulled upward to lift a black, slate sheet that will lock in place. At the bottom is a small brass plaque that reads, “A gift for listing the dedications,” and a piece of white chalk. If the party writes the names of the five individuals listed as dedicating the five benches in the maze (**William [the Blessed]**, **Morden Tallowmire**, **Elsa Libertine**, **Samuel Vinos**, and **Valentina Mota**) and then pushes the slate back down, a

small door will open in the front. Behind the door is a shallow cupboard holding a tree sapling, its roots and some dirt wrapped in a strip of canvas. The box only works once per group. Damaging or removing the box destroys its magic.

If the sapling is planted in fertile ground and watered, it will grow into a 12 ft. tall tree in one week. The tree will produce 10 (3d6) one inch diameter, apricot-like fruits every day. Each fruit has the same benefits as a *goodberry* except healing 5 hit points of damage! Fruit rot into dust after 24 hours of production on the tree or being picked, whichever is later. The tree can only produce magical fruit for a total of 84 (8d6 x 3) days, after that the fruit is non-magical (but still delicious).

If the party chooses to take a short or long rest here, they will receive a visit from the Deep Horror, in *projected image* form, about 30 minutes before the rest ends. Read his description from **Deep and Dark Thoughts (12)** below. He will strike-up a conversation to learn more about the party and gladly answer questions about the lich and himself — see below on role-playing the Deep Horror. His visit does not interfere with any character resting even if someone chooses to attack the *image*, which is of course pointless.

12. DEEP AND DARK THOUGHTS

You pass into a 25 ft. by 35 ft. area. Oak trees are growing at the two nearby corners, while there is an exit at the far right corner. In front of that exit stands a tall humanoid.

If this is first time the party has encountered the **Deep Horror**, read this description:

The being is over 9 ft. tall, with blue-grey skin and lacking any hair. “He” is wearing a long, dark blue robe made of some exotic fabric. Six tentacles grow from around his mouth, two of these acting as lips. His eyes are black — more than black, almost lightless; and his hands have long, sharp nails. He lacks ears or a nose. You think he is... smiling? Maybe.

The creature will have a little talk with the party before deciding its had enough entertainment and attacks. If the party has spoken with the Deep Horror earlier, just mention it is the same tall, tentacled humanoid from before. Also, he will immediately proceed to engage the party in combat with a hearty, **“Have at thee!”**



If the party defeats the Deep Horror, he will be found to have a pouch containing thirty-seven 100 gp gems and a brass key which unlocks nothing in the maze. The GM can determine if this key has a future purpose.

Role-playing the Deep Horror

The Deep Horror is repaying a decade-old favor to Ulsus. His purpose is to “soften-up” adventurers, which includes psychological damage, by speaking with the party and denigrating their plans and intellects. His obligation to Ulsus ends after this encounter, so he will also indulge himself by divulging information about the lich when asked the right questions.

If the Deep Horror has not expended his *project image* power before the party arrives, he will use it to speak with the party indirectly while he is actually standing just beyond the southern exit. This will likely allow him a free shot with his *mental blast* when the party uselessly attacks the illusion!

He will *teleport* away to the **Inner Maze Exit (15)** when his hit point total gets below 15% to 20%. His destination might be guessed by the party, but the chance of intercepting the Horror is slight.

13. VINE PITS

The path turns to the left and expands into a 15 ft. wide passage for about 40 ft. At the far end in the left corner is a 5 ft. tall metal stand with a bell yoke at the top. There is a handle at the side to rotate the yoke and allow the bell to ring. Another passage exits at the other far corner heading to the right.

There are three hidden 20 ft. deep pits in this area. When someone walks over a pit, black vines will shoot out from the pit bottom and attack the unwitting victim. On a successful grapple, the target takes normal grab damage from the vines and is violently slammed into the bottom of the pit for 7 (2d6) additional damage. The vines will attempt to keep any grappled characters at the bottom of a pit. The vines in each pit count as one creature for combat purposes and can only grapple at most two victims.

The remains of a smashed, moldy chest rest at the bottom of the middle pit. Inside is 4,400 sp, 1,200 gp, 82 pp, a 250 gp silver broach, and a small glass bottle with **oil of slipperiness**. The bottle would be in reach of a character grabbed by vines at the bottom of that pit!

There is nothing special about the bell, although it does make a very clear sound when struck.

14. MAZE GOAL

You enter a maybe 40 ft. by 50 ft. chamber at one corner. There is an oak tree just to your right and each other corner. Between the two trees on the south side is a somewhat spherical ball of black vines 10 ft. or so in diameter. The ball is likely hollow, as movement can be seen inside. There is no other exit. Standing near the ball is a rather bulbous troll with hideous, if shiny, light-blue skin. He is wearing a large backpack made of some black fabric and a belt with a small sack hanging from it. You don't see any weapon. He faces the party and says, in deeply accented Common, **“Hey, boss! Fools have arrived!”**

A bony hand pokes out of the front of the backpack and pulls the fabric aside to reveal a near skeletal humanoid dressed in the same fabric as the “backpack/platform” thing. A gold circlet with a red gem at the center rests on his head. (You are guessing “he” since this undead abomination is surely Ulsus Malachite the lich.)

“Please, do not be so rude to our guests,” says Ulsus in a voice that is both cordial and chilling at the same time. **“I’m sure their intrusion into our arboreal abode is a misunderstanding on their part.”** The troll replies, **“I can teach them their errors, boss,”** while slamming his fists together. The lich continues, **“Then again, maybe this is not an error. Maybe you are here to collect Persemony’s pet.”** He points off-handedly to the vine shrouded sphere, which does look like a cage. **“I am afraid that will not do at all. Persemony knows my terms. And a third group of ill-prepared adventurers does not have a chance of interfering! That passage...”** Ulsus points to an exit that materializes in the east wall. **“...leads to the outside. Leave while you can, mortals.”**



Even if the party has already seen this area through the spyglass on the **Bridge (9)**, go ahead and repeat the above description as it has extra “color.”

The lich’s “ride” is a **Blue Troll**. As long as the party keeps their distance and doesn’t do anything offensive, such as casting a spell, Ulsus will be willing to exchange banter with the party.

When either side grows weary of the conversation and the party shows no sign of leaving peacefully, a battle will commence. Roll for surprise to see if the **12 Wood Mephits** that burst from the four oak trees (3 per tree) receive a free move and attack on any party members. The mephitis will try to avoid getting within 5 ft. of the troll or lich.

The troll’s sack contains 1,800 gp and three large, ceramic flasks containing a liquid that neutralizes and heals 2 (1d4) burn damage, from either fire or acid, when applied to the body. This also negates the affects the burns would have on keeping a troll from regenerating on its next turn!

Inside the sphere is **Beren**, the demigoddess’ “beloved friend,” an **Elysium Hound**. He will let out one muffled howl when he hears combat commence. If the hound is freed from the cage, he will join the battle on the party’s side. The cage takes 100 HP to destroy from the outside. Casting a *knock* spell on the sphere will reveal a hidden door that will swing open.

Once the lich is killed or leaves the maze via the **Inner Maze Exit (15)**, the black vines will start to wither and crumble to dust, returning the maze to its former state except for damage caused by combat. Soon after, the demigoddess and her servant will appear and speak to the party. See **Epilogue: The Goddess’s Reward** below for details of this meeting.

If the lich is killed, the party can collect the items on his body. In addition to his magic scimitar and cloak, there is the circlet (worth 1,500 gp) mentioned previously and a miniature, intricate wooden box in a pocket of his robe. With the box the party may discover a way to recall Ulsus’ *secret chest*, inside of which is 11,666 gp, 510 pp, and his spell book which includes all the prepared spells listed in his NPC Description plus *locate animals and plants*, *nondetection*, *plant growth*, *secret chest*, *arcane eye*, and *legend lore*. Any druid spells in the book are actually wizard spells researched by Ulsus — what a find!

Role-playing Ulsus Malachite

Ulsus goal is to force Persemony to use her magic to augment Beren’s tracking ability so he can hunt down the missing phylactery, even with the numerous anti-detection wards on it. He is impatient though and is only willing to give the demigoddess a short time to comply.

Ulsus will act affable when speaking with the party, even in combat, being a megalomaniac like many a lich; but he will become deadly serious if the party appears to be getting the upper hand. He will try to escape if the situation becomes hopeless. but is willing to cut things close, using his scimitar **Life Foe** to regain lost hit points.

Role-playing the Blue Troll

One of the great mysteries of the Blue Troll race is the whereabouts of their females. Ulsus has gained the assistance of this troll by implying he has knowledge of where the she-trolls are. Is he lying, though? That’s for the GM to decide.

Anyway, having a lich owe you a favor seemed like a good opportunity to the troll. The fact that Ulsus is as chaotic evil as the troll does not seem to have been given much consideration.

The troll will try his best to obey the lich’s commands and keep him undead.

15. INNER MAZE EXIT

The passage dead-ends. There is a wooden sign atop a wooden stake that says, “**Thanks for playing!**” You only wish all that transpired had just been a simple game!

Searching the walls of the dead-end will lead to the discovery that a person can pass through the exterior hedge wall as if insubstantial. This is one-way only. Once completely through the wall, the hedge is solid again.

If the Deep Horror or Ulsus Malachite attempts to escape, they must travel here first. The party will have a chance to catch up to either, but it will be difficult without proper pre-planning. Hunting down Ulsus might still be possible though if Beren is alive (see the hound’s tracking trait).

EPILOGUE: THE GODDESS'S REWARD

A few minutes after the lich is defeated or departs the maze, read the following to the party:

Slowly and softly, strange lyre music begins playing with no apparent source. The party members look around and see, standing nearby, a beautiful, dark-skinned, black-haired woman in a flowing white and yellow gown holding a lyre. Next to her is the monk you met previously. She says, “**Well done!**”

The woman is **Persemony**. What she does next is dependent on the result of the battle.

Are there any dead party members? She will cast *raise dead* on these characters.

Is Beren dead and was the killing blow struck by the lich? The hound is truly dead, instead of its body eventually fading away and returning alive to its plane of origin. Persemony will mourn her faithful friend, and the “frail monk” will pick up the body of the huge beast (!) to carry away.

Rescuing Beren (even if the hound was slain in combat) will lead to a reward of a *wish* to whichever character the party unanimously agrees. Others who survive the battle receive a blessing that can be invoked once by speaking the demigoddess' name. This blessing acts as a 15th level Bardic Inspiration at maximum (+12). Lyre music plays with no apparent source for 10 seconds when the blessing is used and can only be heard by those friendly to the character.

After Persemony departs, all party members will discover among their belongings a thin, elegant, mithral necklace with a yellow citrine hanging from it. These are worth 5,000 gp each.

BONUS EXPERIENCE POINTS

Each party member should receive 7,500 XP for returning Beren (alive or dead) to Persemony.



NPC DESCRIPTIONS

Ulsus Malachite, the Weakened Lich (“Demi-Lich”)

Medium undead, chaotic evil

Armor Class 17 (natural armor)

Hit Points 104 (16d8 + 32)

Speed 10 ft. (crawl), fly 10 ft. (cloak)

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	14 (+2)	21 (+5)	14 (+2)	16 (+3)

Saving Throws Con +8, Int +11, Wis +8

Skills Arcana +18, History +12, Insight +8, Perception +8

Damage Resistances cold, lightning, necrotic
Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses truesight 120 ft., passive Perception 19

Languages Common, Elvish, Orc, Giant, Undercommon, Abyssal

Items Carried Miniature, intricate wooden box (gives access to his *secret chest*), **Cloak of Levitation**, and **Life Foe**.

Challenge 14 (11,500 XP)

Turn Resistance. Ulsus has advantage on saving throws against any effect that turns undead.

Spellcasting. Ulsus is a 16th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks). The lich has the following wizard spells prepared:

Cantrips (at will): *mage hand*, *poison spray*, *prestidigitation*, *ray of frost*, *true strike*

1st level (4 slots): *detect magic*, *entangle*, *magic missile*, *shield*

2nd level (3 slots): *acid arrow*, *spike growth*, *invisibility*, *mirror image*

3rd level (3 slots): *counterspell*, *dispel magic*, *fireball*, *protection from energy*

4th level (3 slots): *blight*, *dimension door*

5th level (2 slots): *cone of cold*, *scrying*

6th level (1 slot): *disintegrate*, *globe of invulnerability*

7th level (1 slot): *finger of death*, *plane shift*

8th level (1 slot): *dominate monster*, *power word stun*

Actions

Bonus Cantrip. Ulsus can cast a cantrip as a bonus action.

Life Foe (+2 Scimitar). *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage plus 4 (1d6 + 1) necrotic

damage. The wielder gains hit points equal to the necrotic damage total. *Disrupt Life*: see item description below for details.

Ulsus Malachite began his adventuring career as a druid, but a long ago traumatic event, believed to involve a lost love, caused him to switch his purpose in life to arcane studies. Over time Ulsus' heart grew darker, and he began to fear death itself. Eventually he cobbled together a ritual to transform himself into a lich, with success! He has also researched wizard versions of a few of his "favorite" druid spells; e.g., *entangle*, *spike growth*.

After "winning" battles against two groups of adventurers hired to destroy him, Ulsus is in a weakened state. His body is only half-formed with his legs missing. He only has the spell-casting abilities of a 16th level wizard and lacks his legendary resistance and actions (except for the ability to cast a cantrip as a bonus action). His proficiency bonus did not change. Finally, he effectively *cannot* rejuvenate via his phylactery because of its current location, wedged between two slabs of rock deep underground — instead he would be mangled beyond recovery!

One almost feels sorry for him. OK, no one actually does.

MONSTERS (Open Gaming Content)

Black Vines

Large plant, unaligned

Armor Class 16 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	1 (-5)	10 (+0)	5 (-3)

Skills Perception +4, Stealth +3

Senses blindvision 60 ft., passive Perception 12

Languages —

Challenge 2 (450 XP)

Restrain Target. If a black vines grabs one target with two vines, the target is restrained along with being grappled.

Actions

Multiattack. A black vines makes two attacks with its vines, a rake or grab.

Rake. *Melee Weapon Attack:* +5 to hit, reach 30 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Grab. *Melee Weapon Attack:* +5 to hit, reach 30 ft., one target. *Hit* 6 (1d6 + 3) piercing damage

plus target is grappled (DC 16 Strength check to break free). Each time a grappled character tries to break free and fails they take an additional 3 (1d6) piercing damage.

Black vines are an aggressive, animated plant. A single 15' wide patch of vines is considered one creature for combat purposes.

Wraith

Medium undead, neutral evil

Armor Class 13

Hit Points 67 (9d8 + 27)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	16 (+3)	12 (+1)	14 (+2)	15 (+2)

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 5 (1,800 XP)

Incorporeal Movement. The wraith can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Sunlight Sensitivity. While in sunlight, the wraith has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Life Drain. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 21 (4d8 + 3) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Create Specter. The wraith targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a specter in the space of its corpse or in the nearest unoccupied space. The specter is under the wraith's control. The wraith can have no more than seven specters under its control at one time.

Bulette

Large monstrosity, unaligned

Armor Class 17 (natural armor)

Hit Points 94 (9d10 + 45)

Speed 40 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	21 (+5)	2 (-4)	10 (+0)	5 (-3)

Skills: Perception +6

Senses: darkvision 60 ft., tremorsense 60 ft., passive Perception 16

Languages: —

Challenge: 5 (1,800 XP)

Standing Leap. The bulette's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 30 (4d12 + 4) piercing damage.

Deadly Leap. If the bulette jumps at least 15 feet as part of its movement, it can then use this action to land on its feet in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 16 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 14 (3d6 + 4) bludgeoning damage plus 14 (3d6 + 4) slashing damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the bulette's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the bulette's space.

Hydra

Huge monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 172 (15d12 + 75)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	2 (-4)	10 (+0)	7 (-2)

Skills: Perception +6

Senses: darkvision 60 ft., passive Perception 16

Languages: —

Challenge: 8 (3,900 XP)

Hold Breath. The hydra can hold its breath for 1 hour.

Multiple Heads. The hydra has five heads. While it has more than one head, the hydra has advantage on saving throws against being blinded, charmed, deafened, frightened,

stunned, and knocked unconscious. Whenever the hydra takes 25 or more damage in a single turn, one of its heads dies. If all its heads die, the hydra dies. At the end of its turn, it grows two heads for each of its heads that died since its last turn, unless it has taken fire damage since its last turn. The hydra regains 10 hit points for each head regrown in this way.

Reactive Heads. For each head the hydra has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Wakeful. While the hydra sleeps, at least one of its heads is awake.

Actions

Multiattack. The hydra makes as many bite attacks as it has heads.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage.

Deep Horror

Large aberration, lawful evil

Armor Class 16 (natural armor)

Hit Points 119 (14d10 + 42)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	16 (+3)	20 (+5)	16 (+3)	14 (+2)

Saving Throws Int +8, Wis +6, Cha +6

Skills Intuition +8, Perception +8

Senses darkvision 60 ft., passive Perception 16

Languages Undercommon, Telepathy 120 ft.

Challenge 7 (2,900 XP)

Magic Resistance. The deep horror has advantage on saving throws against spells and other magical effects.

Enhanced Cognition. When the deep horror can perceive an attacker not protected from psychic powers (*mind blank*, etc.), the attacker loses all tactical advantages (pack tactics, thief's sneak attack, help action effect on attacks, etc.) as the horror can predict such maneuvers.

Resilient Willpower. If damage reduces the deep horror to 0 hit points, it must make a Wisdom saving throw. On a success, the horror drops to 1 hit point instead. On the second or later occurrence, the horror has a cumulative -5 penalty on this save. This penalty is eliminated after a long rest.

Innate Spellcasting. The deep horror's spellcasting ability is Intelligence (spell save DC 18). It can innately cast the following spells, requiring no material components:

At will: *mage hand*, *minor illusion*, *sleep*
2/day each: *counterspell*, *detect thoughts*,
hypnotic pattern, *mirror image*, *dimension door*
1/day each: *dominate person*, *project image*,
telekinesis

Actions

Multiattack. The deep horror makes two melee attacks with its claws.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d6 + 1) slashing damage.

Mental Blast (Recharge 5-6). The deep horror projects a 60-foot cone of mental energy. Each creature in that area must make a DC 18 Intelligence saving throw, taking 32 (6d8 + 5) psychic damage on a failed save, or half as much damage on a successful one.

A deep horror is a thin, 10 ft. tall humanoid with blue-gray skin, hands with long sharp claws, a bald head with tentacles sprouting from around its mouth, black eyes, and wearing long robes made of strange fabrics. It has no visible ears or nose. Different deep horrors claim their race sprang from either deep caverns, the abyss of the sea, or outer space. Those among the wise say all three origins are true!

A deep horror uses its great and twisted intellect to corrupt “lesser” races (and all races are considered lesser). Never suggest that a deep horror looks like those other smaller, tentacled beasts with psychic powers, that just makes one extraordinarily annoyed.

Wood Mephit

Small elemental, neutral evil

Armor Class 16 (natural armor)

Hit Points 27 (5d6 + 10)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	14 (+2)	11 (+0)	10 (+0)	12 (+1)

Skills Perception +2, Stealth +2

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Sylvan, Terran

Challenge 1/2 (100 XP)

Death Burst. When the mephit dies, it explodes in a cloud of high-velocity wood splinters. Each creature within 5 feet of the mephit must succeed on a DC 12 Dexterity saving throw or take 5 (1d8+1) piercing damage.

Innate Spellcasting (1/Day). The mephit can innately cast *entangle*, requiring no material components. Its spellcasting ability is Charisma.

Actions

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 3 (1d4+1) slashing damage plus 3 (1d4+1) poison damage.

Splinter Breath (Recharge 6). The mephit exhales a 15 ft. cone of high-velocity wood splinters. Each creature in that area must succeed on a DC 12 Dexterity saving throw, taking 6 (2d4+1) piercing damage on a failed save, or half as much damage on a success.

Wood mephits are small, flying plant elementals, similar to other of its ilk. They have a bark-like skin, with short branches (including a leaf or two) sprouting from their bodies.

Blue Troll

Large giant, chaotic evil

Armor Class 16 (natural armor)

Hit Points 105 (10d10 + 50)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	20 (+5)	10 (+0)	10 (+0)	7 (-2)

Skills Perception +3

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 13

Languages Giant

Challenge 6 (2,300 XP)

Keen Smell. The blue troll has advantage on Wisdom (Perception) checks that rely on smell.

Regeneration. The blue troll regains 10 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Multiattack. The blue troll makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage. If the target is a creature that is not immune to cold, it must succeed on a DC 12 Constitution saving throw or be paralyzed by intense cold for 3 (1d4+1) turns. Creatures with cold resistance receive advantage on saving throws.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+5) slashing damage.

The Blue Troll is named for its blue skin and noted for their preternaturally cold body temperature. They are half again as tall as a man, with odd pear shaped bodies, bulbous heads and short legs. Blue Trolls are very rare and little is understood about them. No one knows how they reproduce or if there is even a female of the species. Blue Trolls can regenerate like their green-skinned cousins. Cut off parts can be reattached or regrown in hours. They are intelligent and industrious, but only when constructing a good con. They will appear at times and places of great suffering and despair in order to capitalize on the misery in some way.

Based on "Blue Troll" from *Maximum Mayhem Dungeons: Monsters of Mayhem #1* published by Dark Wizard Games as Open Game Content.

Elysium Hound

Large celestial, neutral good

Armor Class 16
Hit Points 95 (10d10 + 40)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	12 (+1)	14 (+2)	13 (+1)

Skills Perception +6, Stealth +5
Senses darkvision 60 ft., passive Perception 12
Languages Common, Celestial (does not speak)
Challenge 4 (1,100 XP)

Keen Hearing and Smell. The hound has advantage on Wisdom (Perception) checks that rely on hearing or smell.
Magic Resistance. The hound has advantage on saving throws against spells and other magical effects.
Pack Tactics. The hound has advantage on an attack roll against a creature if at least one of the hound’s allies is within 5 feet of the creature and the ally isn't incapacitated.
Supreme Tracking (1/day). When given a visual or olfactory clue to a unique creature or object (“target”), the hound will know the shortest, most direct physical route to the target as long as it is on the same plane of existence. Even moving targets can be tracked. The hound only knows the path to travel, not the target’s actual location; and the route may not be the safest choice! The knowledge lasts until dawn.

Actions

Multiattack. The hound makes two bite attacks.
Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

Fearsome Bark (3/day). The hound can produce a loud and fearsome bark. This sound can be heard at a distance of 5 miles. Each creature within 20 ft. that can hear it and isn't a celestial must succeed on a DC 14 Constitution saving throw or be stunned until the end of the hound’s next turn.

Hailing from the Upper Planes, an Elysium Hound is a big canine with a large, black nose, sharp teeth, golden eyes, and a fierce look. Its fur color ranges from pure white to chocolate brown. Hounds are legendary for their tracking ability.

NEW MAGIC ITEMS (Opening Gaming Content)

Cloak of Levitation

Wondrous item, rare (requires attunement)

The wearer can rise vertically, up to 20 ft., and remains suspended there for a total duration of 10 minutes per day. The duration need not be expended in one session, but can be split into smaller time segments. The wearer and items carried can weigh up to 500 pounds. Unlike the *levitate* spell, no concentration is required, and the wearer can also float horizontally at 10 ft. per turn.

Clairvoyant Spyglass

Wondrous item, rare (requires attunement)

This item acts as a normal 10x magnification spyglass. When a command word is spoken, it gains the ability to see through all materials into the area in the direction the spyglass was pointing. The spyglass must generally remain pointing in the initial direction, or the affect ceases. The view is only seen in shades of grey and at 10x magnification. A creature benefiting from *see invisibility* or *truesight* will sense they are under observation and from what direction. The item can be activated 3 times per day, regaining its uses at dawn.

Eggs of Speed

Wondrous item, very rare

Eggs of Speed are normally found in batches of 3 (1d4+1) eggs. Each has a yellow shell streaked in black.

When an Egg is cracked open, a hummingbird emerges. The bird will begin chirping, and the opener of the Egg will hear these chirps as information about the bird’s power: once in the

24 hours after the hummingbird is hatched, it can alight on any one creature indicated by the opener. That creature gains the effect of the *haste* spell for 1 minute (no concentration required). At the end of the effect duration, the hummingbird flies away, de-manifesting once no longer in view. The effect also ends if the bird takes any damage and thereby destroyed

Although an Egg of Speed does not require attunement, spending one hour of study in contact with an Egg will reveal its powers.

Life Foe

Weapon, legendary (requires attunement)

This **+2 Scimitar** is a sentient weapon. It has the following ability scores: Intelligence 12, Wisdom 10, Charisma 12. The item communicates by transmitting emotions to the creature carrying or wielding it, and has hearing and darkvision out to 30 feet. It is chaotic evil to its core and acts as an indirect glory seeker: it wishes to be known as the cause of its “owner” becoming a great and well-known mass murder.

The weapon does scimitar damage (including magical bonus) plus 4 (1d6+1) necrotic damage. The wielder regains lost hit points equal to the necrotic damage actually incurred.

The scimitar can **Disrupt Life**, causing each living creature within 20 feet of the wielder to make a DC 14 Constitution saving throw against this magic, taking 9 (2d6 + 2) necrotic damage on a failed save, or half as much damage on a successful one. The wielder regains lost hit points equal to the total damage incurred to all victims. The wielder can exclude one creature from this effect on a successful battle of wills against the scimitar.

This scimitar must be recharged before using the Disrupt Life power again. Recharging requires successfully striking a living creature with the weapon and causing damage.

Lawful good creatures that grasp the sword immediately take 4 (1d6+1) necrotic damage (no saving throw).

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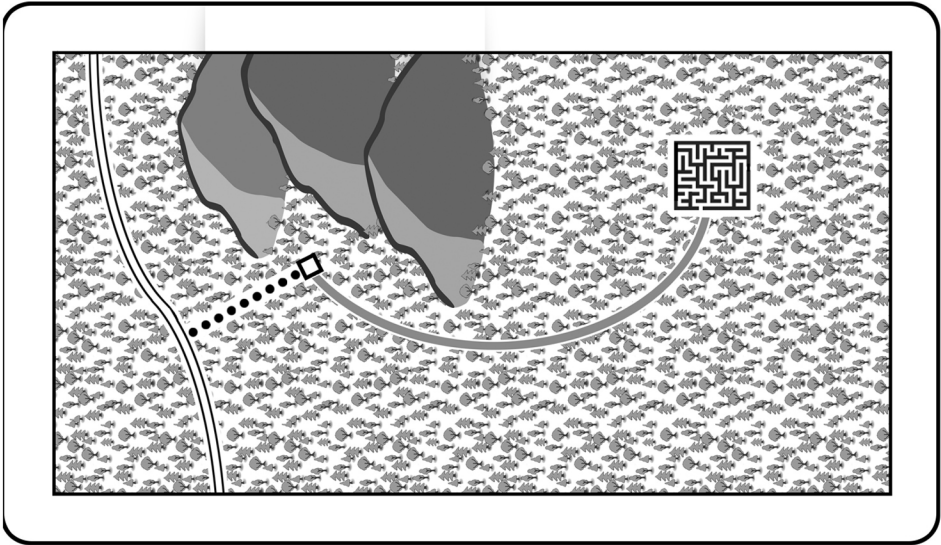
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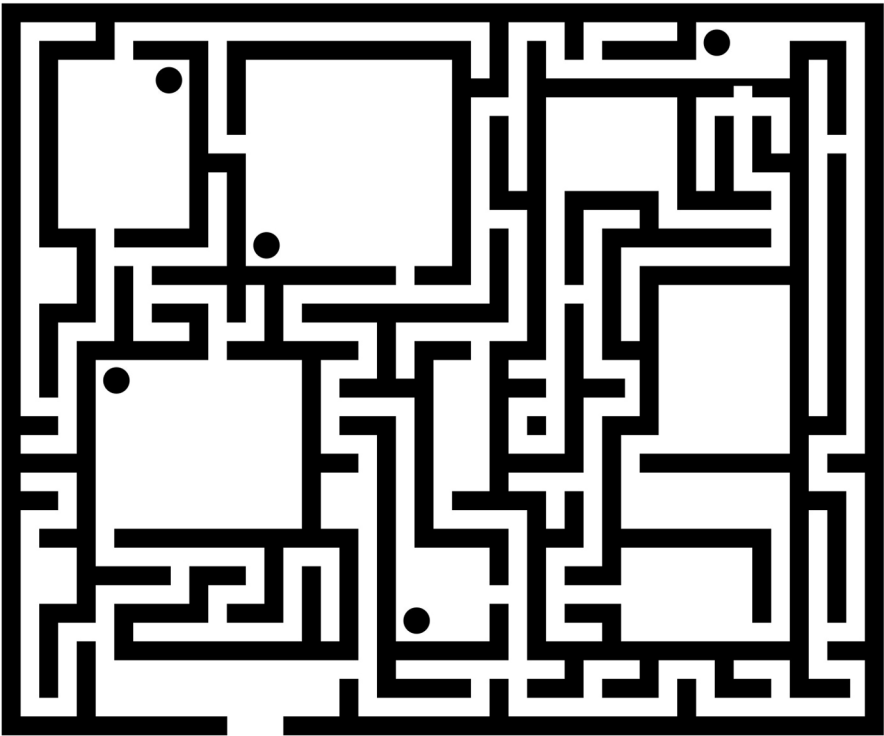
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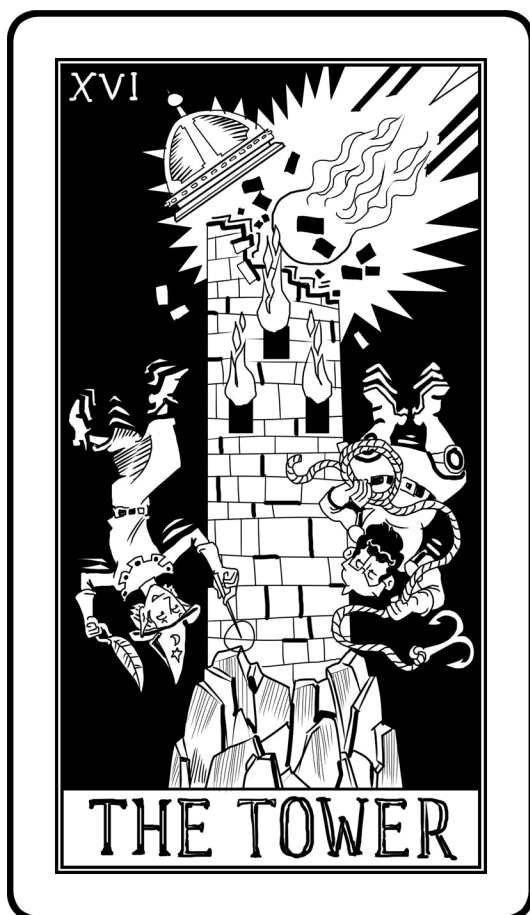


Tarot Card Map



Bench Map



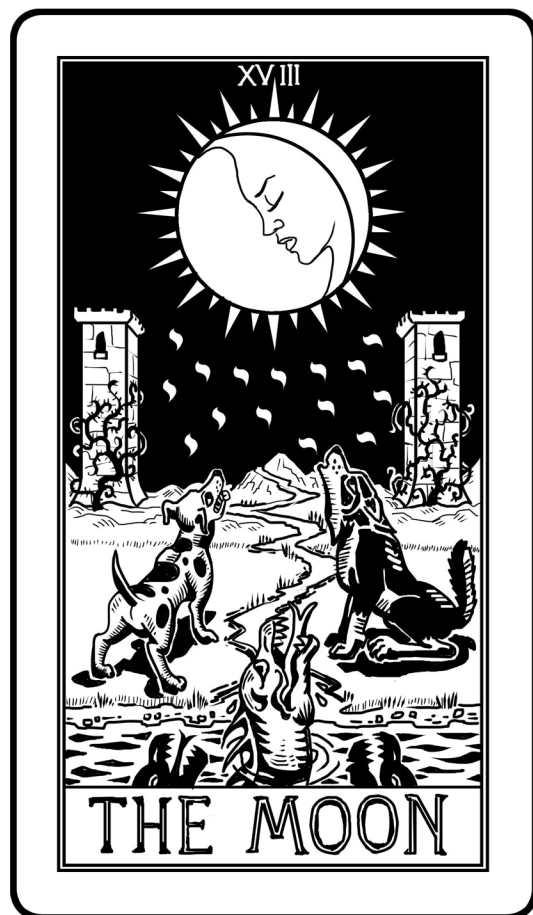


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Pre-Generated Player Characters

This document is a supplement to **Wyrmskeep Dungeons BW2: Befouled Maze of the Demi-Lich** and provides a set of eight ready-to-run characters for your players to use in the situation that they do not have characters of the appropriate level for the adventure.

Page 2: Tor Mastershield • Male Human Level 11 Fighter (Champion)

Page 3: Rhowalyn • Female Half-Elf Level 11 Fighter (Champion)

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Page 9: Wimfyr Ilinorin • Male Half-Elf Level 11 Bard (College of Lore)

The players can change the character names, genders and alignments in consultation with the GM.

The cleric and wizard should choose their initial prepared spells based only on knowledge that they are traveling on a road between two towns and will be passing through a forest. They can change their prepared spells during the adventure if they take a long rest.

As GM you are welcome to allow the players to buy additional mundane (non-magical) equipment from their funds before the adventure starts. Unless specifically stated in the module, gems can be whatever kind is most convenient to the party.

If the party is composed of all eight characters, the total levels are slightly above the suggested 80 levels. There should be no need to adjust the strength of the opponents to compensate.

Tor Mastershield • Male Human Level 11 Fighter (Champion)

Player: _____

Alignment: Lawful neutral

Strength:	20 (+5)	Skills		Attacks	Bonus	Damage
Dexterity:	14 (+2)	Acrobatics:	+4	+1 Longsword	+10	1d8+6 slashing
Constitution:	17 (+3)	Animal Handling:	+5 •	Heavy crossbow	+9	1d10+2 piercing
Intelligence:	11 (+0)	Arcana:	+0	+1 Handaxe	+10	1d6+6 slashing
Wisdom:	13 (+1)	Athletics:	+10 •			
Charisma:	12 (+1)	Deception:	+1	Features & Traits		
		History:	+0	Action Surge		
Armor Class:	19	Insight:	+1	Defense Fighting Style		
Initiative:	+4	Intimidation:	+1	Extra Attacks (3 total)		
Speed:	30	Investigation:	+0	Improved Critical		
Hit Points:	103	Medicine:	+1	Indomitable		
Hit Dice:	11d10+33	Nature:	+0	Protection Fighting Style		
Experience Points:	85,001	Perception:	+1	Remarkable Athlete		
		Performance:	+1	Second Wind		
Proficiency Bonus:	+4	Persuasion:	+1			
Passive Perception:	1`	Religion:	+0	Items		
		Sleight of Hand:	+4	Pouch w/278 gp, 100 gp gem (3)		
Saving Throws		Stealth:	+4	Black Ink & Quill		
Strength:	+9 •	Survival:	+1	Colleague's Letter		
Dexterity:	+2			Explorer's Pack		
Constitution:	+7 •	• Proficient skills		Crowbar		
Intelligence:	+0			Vial of Acid (2)		
Wisdom:	+1	Languages		Chain mail		
Charisma:	+1	Common		Shield		
		Goblin		+1 Longsword		
				+1 Handaxe		
				Heavy crossbow		
				20 Bolts		
				Potion of Healing (3)		
				Potion of Invisibility		
				Handy haversack		

Rhowalyn • Female Half-Elf Level 11 Fighter (Champion)

Player: _____

Alignment: Neutral good

Strength:	16 (+3)	Skills		Attacks	Bonus	Damage
Dexterity:	18 (+4)	Acrobatics:	+8 •	+2 Scimitar	+10	1d6+6 slashing
Constitution:	14 (+2)	Animal Handling:	+0	Scimitar	+8	1d6+4 slashing
Intelligence:	10 (+0)	Arcana:	+0	Spear	+7	1d6+3 piercing*
Wisdom:	10 (+0)	Athletics:	+7 •	Longbow	+10	1d8+4 piercing
Charisma:	14 (+2)	Deception:	+2	*Does 1d8+3 piercing two-handed		
		History:	+0			
		Insight:	+0			
Armor Class:	18	Intimidation:	+2	Features & Traits		
Initiative:	+6	Investigation:	+0	Action Surge		
Speed:	30	Medicine:	+0	Archery Fighting Style		
Hit Points:	92	Nature:	+0	Darkvision		
Hit Dice:	11d10+22	Perception:	+0	Extra Attack (3 total)		
Experience Points:	85,001	Performance:	+2	Fey Ancestry		
		Persuasion:	+2	Improved Critical		
Proficiency Bonus:	+4	Religion:	+0	Indomitable		
Passive Perception:	10	Sleight of Hand:	+6	Remarkable Athlete		
		Stealth:	+8	Second Wind		
Saving Throws		Survival:	+4	Two-Weapon Fighting Style		
Strength:	+7 •	• Proficient skills				
Dexterity:	+4					
Constitution:	+6 •					
Intelligence:	+0	Languages				
Wisdom:	+0	Common				
Charisma:	+2	Elvish				
		Orc				
		Other Skills				
		Artisan's Tools				
		Items				
		Pouch w/208 gp, 100 gp gem (2), 500 gp gem				
		Insignia of Rank				
		War Trophy				
		Dungeoneer's Pack				
		Flask of Holy Water (2)				
		+3 Leather Armor				
		+2 Scimitar				
		Scimitar				
		Spear				
		Longbow				
		20 Arrows				
		Potion of Healing (3)				
		Potion of Hill Giant Strength				
		Boots of Striding and Leaping				

Beolin • Male Hill Dwarf Level 11 Paladin (Oath of Devotion)

Player: _____

Alignment: Lawful good

Strength: 16 (+3)
Dexterity: 12 (+1)
Constitution: 15 (+2)
Intelligence: 10 (+0)
Wisdom: 16 (+3)
Charisma: 16 (+3)

Armor Class: 22
Initiative: +1
Speed: 25
Hit Points: 103
Hit Dice: 11d10+22
Experience Points: 85,001

Proficiency Bonus: +4
Passive Perception: 13

Saving Throws

Strength: +6
Dexterity: +4
Constitution: +5
Intelligence: +3
Wisdom: +10 •
Charisma: +10 •

Skills
Acrobatics: +1
Animal Handling: +3
Arcana: +0
Athletics: +3
Deception: +3
History: +0
Insight: +3
Intimidation: +7 •
Investigation: +0
Medicine: +3
Nature: +0
Perception: +3
Performance: +3
Persuasion: +3
Religion: +4 •
Sleight of Hand: +1
Stealth: +1
Survival: +3

• Proficient skills

Languages

Common
Dwarvish

Other Skills

Brewer's Supplies

Attacks	Bonus	Damage
Battleaxe	+7	1d8+3 slashing
+1 Javelin	+8	1d6+4 piercing
Javelin	+7	1d6+3 piercing

Features & Traits

Aura of Courage, Devotion & Protection
Channel Divinity (Sacred Weapon)
Channel Divinity (Turn the Unholy)
Darkvision
Divine Health
Divine Sense
Dwarven Resilience
Extra Attacks (2 total)
Great Weapon Fighting Style
Lay on Hands
Improved Divine Smite
Stonecunning

Items

Pouch w/268 gp, 100 gp gem (2)
Vestments
Alms Box
Censer
Incense (2)
Explorer's Pack
Healer's Kit
Flask of Holy Water (4)
Plate
+2 Shield
Battleaxe
+1 Javelin
Javelin (3)
Potion of Healing (5)
Ring of Evasion

Spells

Ability: Charisma

Spell DC: 15

Attack Bonus: +7

1st Level [4]

Protection from Evil and Good
Sanctuary

2nd Level [3]

Lesser Restoration
Zone of Truth

3rd Level [2]

Beacon of Hope
Dispel Magic

Grenmiphi • Female Rock Gnome Level 11 Ranger (Hunter)

Player: _____

Alignment: Lawful good

Strength:	16 (+3)	Skills		Attacks	Bonus	Damage
Dexterity:	17 (+3)	Acrobatics:	+3	+1 Swortsword	+8	1d6+4 piercing
Constitution:	14 (+2)	Animal Handling:	+2	Swordsword	+7	1d6+3 piercing
Intelligence:	10 (+0)	Arcana:	+0	Longbow	+7	1d8+3 piercing
Wisdom:	14 (+2)	Athletics:	+7 •			
Charisma:	10 (+0)	Deception:	+0	Features & Traits		
		History:	+0	Artificer's Lore		
Armor Class:	17	Insight:	+2	Darkvision		
Initiative:	+3	Intimidation:	+0	Dueling Fighting Style		
Speed:	25	Investigation:	+0	Extra Attacks (2 total)		
Hit Points:	92	Medicine:	+2	Favored Enemy (beast, bugbear, gnoll)		
Hit Dice:	11d10+22	Nature:	+4 •	Gnome Cunning		
Experience Points:	85,001	Perception:	+2	Hide in Plain Sight		
		Performance:	+0	Horde Breaker		
Proficiency Bonus:	+4	Persuasion:	+0	Land's Stride		
Passive Perception:	14	Religion:	+0	Natural Explorer (mountain, forest, swamp)		
		Sleight of Hand:	+3	Primeval Awareness		
Saving Throws		Stealth:	+3	Tinker		
Strength:	+7 •	Survival:	+6 •	Volley		
Dexterity:	+7 •					
Constitution:	+2	• Proficient skills		Items		
Intelligence:	+0			Pouch w/240 gp, 100 gp gem (3)		
Wisdom:	+2	Languages		Explorer's Pack		
Charisma:	+0	Common		Climber's Kit		
		Giant Owl		Tinker's Tools		
		Gnoll		Hunting Trap		
		Gnomish		Animal Trophy		
		Goblin		Antitoxin (2)		
				Alchemist's fire (2)		
		Other Skills		+2 Studded Leather Armor		
		Tinker's Tools		+1 Shortsword		
				Shortsword		
				Longbow		
				20 Arrows		
				Potion of Healing (3)		
				Potion of Resistance (fire)		
				Boots of Speed		

Spells

Ability: Wisdom

Spell DC: 14

Attack Bonus: +6

1st Level [4]

Cure Wounds
Detect Poison and Disease

2nd Level [3]

Find Traps
Silence

3rd Level [2]

Protection from Energy
Water Breathing

Alberic Oakbottom • Male Lightfoot Halfling Level 11 Rogue (Thief)

Player: _____

Alignment: Neutral

Strength:	10 (+0)	Skills		Attacks	Bonus	Damage
Dexterity:	18 (+4)	Acrobatics:	+12 •	Rapier	+8	1d8+4 piercing
Constitution:	14 (+2)	Animal Handling:	+0 •	Dagger	+8	1d4+4 piercing
Intelligence:	14 (+2)	Arcana:	+2	+2 Shortbow	+10	1d6+6 piercing
Wisdom:	10 (+0)	Athletics:	+0	Net	+4	Special
Charisma:	15 (+2)	Deception:	+2			
		History:	+2	Features & Traits		
Armor Class:	16	Insight:	+0	Brave		
Initiative:	+4	Intimidation:	+2	Cunning Action		
Speed:	25	Investigation:	+10 •	Evasion		
Hit Points:	80	Medicine:	+0	Fast Hands		
Hit Dice:	11d8+22	Nature:	+2	Halfling Nimbleness		
Experience Points:	85,001	Perception:	+4 •	Lucky		
		Performance:	+2	Naturally Stealthy		
Proficiency Bonus:	+4	Persuasion:	+2	Reliable Talent		
Passive Perception:	14	Religion:	+2	Second Story Work		
		Sleight of Hand:	+4	Sneak Attack		
Saving Throws		Stealth:	+12 •	Supreme Sneak		
Strength:	+0	Survival:	+0	Uncanny Dodge		
Dexterity:	+8 •					
Constitution:	+2	• Proficient skills		Items		
Intelligence:	+6 •			Pouch w/310 gp, 100 gp gem (2), 500 gp gem		
Wisdom:	+0	Languages		Dungeoneer's Pack		
Charisma:	+2	Common		Thieves' Tools		
		Halfling		Studded Leather Armor		
		Thieves' Cant		Rapier		
				Dagger (3)		
		Other Skills		+2 Shortbow		
		Thieves' Tools		20 Arrows		
				Net		
				Potion of Healing (4)		
				Bag of Holding		
				Wand of Magic Detection		
				Ring of Warmth		

Erma Stonesun • Female Human Level 11 Cleric (Life Domain)

Player: _____

Alignment: Lawful neutral

Strength:	14 (+2)	Skills		Attacks	Bonus	Damage
Dexterity:	11 (+0)	Acrobatics:	+0	+2 Mace	+8	1d6+4 bludgeon
Constitution:	14 (+2)	Animal Handling:	+4	Spear	+6	1d6+2 piercing
Intelligence:	10 (+0)	Arcana:	+0	Sling	+4	1d4 bludgeon
Wisdom:	18 (+4)	Athletics:	+2	Features & Traits		
Charisma:	15 (+2)	Deception:	+2	Blessed Healer		
		History:	+0	Channel Divinity: Turn Undead		
Armor Class:	18	Insight:	+8 •	Channel Divinity: Preserve Life		
Initiative:	+0	Intimidation:	+2	Channel Divinity: Destroy Undead		
Speed:	30	Investigation:	+0	Divine Intervention		
Hit Points:	80	Medicine:	+8 •	Divine Strike		
Hit Dice:	11d8+22	Nature:	+0	Shelter the Faithful		
Experience Points:	85,001	Perception:	+4	Items		
		Performance:	+2	Pouch w/327 gp, 500 gp gem		
Proficiency Bonus:	+4	Persuasion:	+6 •	Holy Symbol		
Passive Perception:	14	Religion:	+4 •	Prayer Book		
		Sleight of Hand:	+0	Flask of Holy Water (5)		
Saving Throws		Stealth:	+0	Priest's Pack		
Strength:	+2	Survival:	+4	Healer's Kit		
Dexterity:	+0			+1 Half Plate Armor		
Constitution:	+2	• Proficient skills		Shield		
Intelligence:	+0	Languages		+2 Mace		
Wisdom:	+8 •	Common		Spear		
Charisma:	+8 •	Dwarvish		Sling		
		Gnomish		20 Sling Bullets		
		Undercommon		Potion of Healing (4)		
		Other Skills		Potion of Mind Reading		
		Healer's Kit		Figurine of Wondrous Power (Silver Raven)		

Spells

Ability: Wisdom

Spell DC: 16

Attack Bonus: +8

Cantrips

Guidance
Light
Sacred Flame
Spare the Dying
Thaumaturgy

1st Level [4]

Bless (Domain)
Cure Wounds (Domain)

2nd Level [3]

Lesser Restoration (Domain)
Spiritual Weapon (Domain)

3rd Level [3]

Beacon of Hope (Domain)
Revivify (Domain)

4th Level [3]

Death Ward (Domain)
Guardian of Faith (Domain)

5th Level [2]

Mass Cure Wounds (Domain)
Raise Dead (Domain)

6th Level [1]

Erma should prepare 15 spells from Cleric spell list (1st to 6th level) to add to her known Domain spells. She may prepare different spells after a long rest.

Theodmon Daleth • Male Elf Level 11 Wizard (School of Evocation)

Player: _____

Alignment: _____

Strength: 10 (+0)
Dexterity: 14 (+2)
Constitution: 13 (+1)
Intelligence: 18 (+4)
Wisdom: 14 (+2)
Charisma: 10 (+0)

Armor Class: 13
Initiative: +2
Speed: 30
Hit Points: 57
Hit Dice: 11d6+11
Experience Points: 85,001

Proficiency Bonus: +4
Passive Perception: 16

Saving Throws

Strength: +0
Dexterity: +2
Constitution: +1
Intelligence: +8 •
Wisdom: +6 •
Charisma: +0

Skills
Acrobatics: +2
Animal Handling: +2
Arcana: +8 •
Athletics: +0
Deception: +0
History: +4
Insight: +2
Intimidation: +0
Investigation: +8 •
Medicine: +2
Nature: +4
Perception: +6 •
Performance: +0
Persuasion: +0
Religion: +4
Sleight of Hand: +2
Stealth: +2
Survival: +2

• Proficient skills

Languages

Common
Draconic
Elvish
Sylvan

Other Skills

Herbalism Kit

Attacks	Bonus	Damage
+2 Dagger	+8	1d4+4 piercing
Dagger	+6	1d4+2 piercing
Longbow	+6	1d8+2 piercing

Features & Traits

Arcane Recovery
Darkvision
Empowered Evocation
Evocation Savant
Fey Ancestry
Potent Cantrip
Sculpt Spells
Trance

Items

Pouch w/264 gp, 100 gp gem (4)
Black Ink, Quill & Parchment (10 sheets)
Explorer's Pack
Herbalism Kit
Component Pouch
Spellbook
Flask of Holy Water (2)
+2 Dagger
Dagger
Longbow w/20 Arrows
Potion of Healing (5)
Ring of Protection
Cloak of Elvenkind

Spells (Known)

Ability: Intelligence

Spell DC: 16

Attack Bonus: +8

Cantrips

Dancing Lights (racial)
Light
Mage Hand
Message
Prestidigitation
Ray of Frost

1st Level [4]

Alarm
Color Spray
Detect Magic
Mage Armor
Magic Missile
Shield
Thunderwave

2nd Level [3]

Blindness/Deafness
Flaming Sphere
Hold Person
Knock
Mirror Image
Spider Climb

3rd Level [3]

Counterspell
Dispel Magic
Lightning Bolt
Major Image
Tiny Hut

4th Level [3]

Black Tentacles
Blight
Locate Creature
Phantasmal Killer

5th Level [2]

Cone of Cold
Passwall

6th Level [1]

Disintegrate
Wall of Ice

Theodmon should prepare 15 spells from the above lists and may prepare different spells after a long rest.

Wimfyr Ilinorin • Male Half-Elf Level 11 Bard (College of Lore)

Player: _____

Alignment: Neutral good

Strength:	10 (+0)	Skills		Attacks	Bonus	Damage
Dexterity:	16 (+3)	Acrobatics:	+11 •	+1 Longsword	+5	1d8+1 slashing
Constitution:	10 (+0)	Animal Handling:	+3	Dagger	+7	1d4+3 piercing
Intelligence:	14 (+2)	Arcana:	+6 •	+1 Lt. Crossbow	+8	1d8+4 piercing
Wisdom:	12 (+1)	Athletics:	+2			
Charisma:	18 (+4)	Deception:	+6	Features & Traits		
		History:	+10 •	Bardic Inspiration		
Armor Class:	16	Insight:	+5 •	Cutting Words		
Initiative:	+5	Intimidation:	+6	Darkvision		
Speed:	30	Investigation:	+4	Fey Ancestry		
Hit Points:	58	Medicine:	+3	Font of Inspiration		
Hit Dice:	11d8	Nature:	+4	Jack of All Trades		
Experience Points:	85,001	Perception:	+5 •	Song of Rest		
		Performance:	+12 •			
Proficiency Bonus:	+4	Persuasion:	+8 •	Items		
Passive Perception:	15	Religion:	+4	Pouch w/235 gp, 100 gp gem (3)		
		Sleight of Hand:	+11 •	Explorer's Pack		
Saving Throws		Stealth:	+5	Chalk		
Strength:	+1	Survival:	+3	Dulcimer		
Dexterity:	+8 •			Disguise Kit		
Constitution:	+1	• Proficient skills		Studded Leather of Resistance (piercing)		
Intelligence:	+3			+1 Longsword		
Wisdom:	+2	Languages		Dagger (2)		
Charisma:	+9 •	Common		+1 Light Crossbow		
		Elvish		20 Crossbow Bolts		
		Draconic		Potion of Healing (3)		
				Ring of Protection +1		
		Other Skills		Bead of Force (5 beads)		
		Dulcimer				
		Disguise Kit				

Spells

Ability: Charisma

Spell DC: 16

Attack Bonus: +8

Cantrips

Mage Hand
Minor Illusion
Prestidigitation
Vicious Mockery

2nd Level [3]

Enhance Ability
Mirror Image
Phantasmal Force
See Invisibility

5th Level [2]

Flame Strike
Hold Monster

6th Level [1]

Mass Suggestion

1st Level [4]

Charm Person
Comprehend Languages
Feather Fall
Heroism
Magic Missile

3rd Level [3]

Dispelling Magic
Fear
Slow

4th Level [3]

Confusion
Hallucinatory Terrain

This module is designed for 6-8 characters of level 10-12, approximately 80 levels total. The party should consist of at least three fighters, one cleric, one mage, and one rogue (or equivalent classes). Any characters who routinely engage in melee or ranged weapon combat should have access to magic weapons or projectiles.



This module is 5th Edition System Reference Document (SRD) compatible. The SRD can be found on multiple sites on the web — search for “5th Edition SRD” with your favorite browser. You can play this adventure with any fantasy role-playing system you may want under the Open Game License v1.0a and is easily adapted to most campaign settings.

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