



THE SOULBOUND TOMB

*2016 Dungeons & Dragons OPEN
ROUND ONE*

For 1st-10th level characters

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Introduction

The Soulbound Tomb is a Dungeons & Dragons® adventure for adventurers, levels 1-10. This adventure is intended for use with D&D Adventurers League adventurers. In the past, the D&D Open was a highly competitive event where the players used pre-generated adventurers and vied to "win" by earning the most points within a highly structured scoring system.

This new incarnation of the D&D Open is a departure from previous iterations. Some of the competitive aspects of the event remain intact, but the event's main goal has changed: FUN FOR EVERYONE! It will maintain a scoring system, although the scoring won't be as rigid as D&D Open events of the past, and prizes can be earned for a variety of happenings within the game.

Players must bring a legal D&D Adventurers League adventurers of levels 1 – 10 (or they can use a pre-generated adventurer), join up with a party, and head down into a newly discovered level of Halaster Blackcloak's famed Undermountain. While it is definitely the deadliest dungeon in the Realms, it also promises the most riches.

Not only will prizes be given to the groups that get the most points, but additional prizes are possible for roleplaying, problem solving, or just being in the right place at the right time. Several Wizards of the Coast staff will be on hand to keep the tension high and keep the action flowing.

The event runs for approximately 8 hours, with a break between the first and second round.

Background

Throughout Halaster Blackcloak's many lives and deaths, whether he stood on the razor's edge of sanity or swam deep in the dark pool of total madness, one thing has always been true: magic is the tool he uses to achieve his goals.

When he and his many apprentices were creating the unimaginably complex lair known as Undermountain, Halaster was already deep in the grip of madness. His madness, however, was forever linked with his arcane genius - which matched or exceeded the greatest wizards of any time or place. What Halaster planned to accomplish with that genius was rarely known, always inscrutable, and often terrifying.

For the last several years, Halaster has been quiet. Even his dark, deep playground has lost some of its magic - literally and figuratively. Adventurers lowered into Undermountain via the Entry Well from the raucous Yawning Portal tavern have come out saying that they met nary a monster in the oft-explored chambers near that opening. Rumors swell that the Mad Mage is dead for good this time, and Undermountain's upper levels have been tapped out.

How wrong they are!

Not only is Halaster alive, but Undermountain is about to get an overhaul. Halaster's latest scheme revolves around a

plot to transcend the bonds of physical form and become magic itself, casting himself into the Weave. To do this, Halaster needs to capture both magical and life energy on an unprecedented level. And what would happen if he did? No one wants to find out!

Never one to let the limits of reality interfere with his plans, Halaster has spent the last several years crafting a new level of Undermountain, an infernal magical machine designed to soak up the ambient energy of magic and life forces. He is now ready to open the level to foolish adventurers. The more magic they use - and the more damage they take and inflict - the more power he collects. When he has enough, he will be able to power his arcane machine and step into the Weave itself.

Overview

The broadsheets of Waterdeep called it "The Rain of Gems" when it began more two months ago—but the common folk of Waterdeep recognized it as yet another terror of unknown origins plaguing the poor and powerless of the City of Splendors. Individuals of modest means but hardy stock—laborers, teamsters, farmhands, sailors—disappeared from their places of employ, their homes, and the taverns they frequent. Left behind in their stead was a single small crystal gem for each. Within these green crystals were tiny frozen images of the missing individuals; however, the figures were dissected lengthwise, showing only half of their bodies.

The City Watch of Waterdeep, in consultation with the mages of Blackstaff Tower, is at a loss to know what happened. Within days the first disappearances, friends and family of the missing Waterdhavians started having visions: strange clockwork gears, glowing runes on cavern walls, and most importantly, blue gems holding the other halves of their loved ones. They reported these visions, but the elite and powerful of Waterdeep did nothing.

That changed when four high profile disappearances occurred, each in a very public fashion, and all on the same day. The High Priestess of Lathander, Ellitryn Glowtress, disappeared during her popular and well-attended dawn service. The priestess is an expert on dragons, and her knowledge helped stem the tide of Tiamat's rise.

Master Trinave, a bard newly popular with the nobility, disappeared from stage during his performance at a fine establishment in the Sea Ward. Rumors abounded that the bard gained his prodigious musical talent by learning the true name of a devil and extorting gifts.

The head of the City Watch, General Janteel Jardeth, disappeared while addressing her troops and the Open Lord of Waterdeep. General Jardeth is also the leader of a cult who worships ancient aspects of the returned god Tyr.

Finally, Rhone Stouthopp, the Guildmistress of the Vintners, Distillers, and Brewers Guild, disappeared at a guild meeting in front of all the members. She took over the guild from her father after he disappeared, and his supposed death is rumored to have been at her hands - although there is no proof or evidence.

The disappearances of the high-profile, the popular, and the powerful finally prompted the leaders of Waterdeep to action. Rewards have been offered to those who would search for the culprit responsible for the disappearances. Information was leaked that these disappearances might involve something happening in Undermountain.

Within the last few days, experts have located four portals within the city. Divinations conducted on each portal revealed that each of the portals is linked to one of these four famous individuals, and they all lead to unknown locations within Undermountain.

Round One

This adventure is divided two rounds. Each round is timed and lasts approximately 4 hours. The adventure is also divided into three tiers: one each for adventurers, levels 1-4 (Tier 1), levels 5-7 (Tier 2), and levels 8-10 (Tier 3). Each tier contains the same overarching quest: find as many blue soul gems as possible. Each tier also contains four sub-quests, and each sub-quest leads the players to a different section of the dungeon.

At the start of the event, give the players **Handout 1: The Search for Souls**. Each table selects the quest they wish to undertake. The quests are tied to one of the four powerful citizens of Waterdeep whose souls were captured, and are named for four elements: cold, fire, earth, and storm. That choice determines where the players start and which encounters they initially play. After completing four encounters that comprise a quest, a party will have 7 blue gems and 1 clear gem. These gems are placed into a portal to the next area (Halaster's infernal machine), but those portals don't open until the end of Round One.

Players may decide to start another quest, assuming they have time to do so before the end of Round One. Players may also abandon one quest and begin another at any point.

At the end of the first round of play (4 hours), the interior of the dungeon opens, drawing all adventurers into the infernal machine to start the next round. They are drawn in regardless of whether they completed any of the quests.

There will also be a point during the first round where play is interrupted, and the party will be asked to solve a puzzle. This is timed, and the first teams to complete the puzzle will win prizes.

Round Two

At the start of Round Two, each table's starting point is determined by which sub-quest they completed first. If they did not complete any sub-quest, where they start is determined by the quest they were actively pursuing when Round One ended.

After a set amount of time in Round 2 (approximately 2.5 hours), the adventurers are drawn even deeper into the dungeon, into the center of Halaster's infernal machine. The final encounter is the same for all tables, regardless of the quests they attempted or completed, and will last approximately 90 minutes.

At some point during Round 2, another puzzle will be presented to all the tables, similar to what happened in Round 1.

Adventure Hook

Each adventurer enters the dungeon with one green soul gem. The green gem contains half of the soul of someone important to that adventurer, or of someone whom the adventurer is hoping to rescue by finding the corresponding blue soul gem. In other words, the adventurers are searching for the gem that contains the other half of the person in the gem they possess.

Additionally, each table is trying to rescue the gem of one of the four powerful Waterdhavians as their sub-quest, sent by their faction or seeking the reward money for being the one to find and return one or more of these gems (which are clear gems, found in the last encounter of each Round 1 quest).

Character Death

When adventurers die in this level of Undermountain, their souls are drawn into the soul gems that they brought into the dungeon, joining the soul that was there. The adventurer's soul can be released back into its body by touching the gem to the body as an action. This is essentially a free *revivify* for the adventurer. This works regardless of the state of the body.

On subsequent deaths by the same adventurer, Halaster steps in to drain more energy for his plans but still keeps the adventurer alive. On any adventurer's death after the first, the adventurer returns to life at the end of the encounter in which they died. That adventurer also receives the **Halaster Owns a Piece of Your Soul Certificate** at the end of the adventure.

If an adventurer dies three or more times, they instead receive the **Halaster Owns Your Entire Soul Certificate** at the end of the adventure.

In the event of a total party kill during an encounter, the characters return to life at the start of the encounter. They can choose to try the encounter again, or they can choose to move to a different quest.

Scoring

This is a scored event. Scoring combines some basic scoring - completing encounters, finishing quests, and collecting soul gems - with other scoring. A place for scoring each encounter is included in the adventure text, and a separate scoring sheet is provided. **PLEASE DO NOT GIVE PLAYERS ANY INFORMATION ABOUT POINT VALUES FOR SCORING before, during, or after the adventure, unless instructed to do so.**

If you have any questions about scoring, ask the event staff for help. While scoring should be done as accurately as possible, it is more important to run a fun event for the table than it is to get every point tallied exactly right. That

said, do your best to keep track, as this will likely be an important part of the fun for a great many players.

Special Events

At certain points in the adventure, the adventurers may find a red gem. At the very end of the encounter where they find the red gem, something "special" happens. At that point, send the table captain to Open HQ, or contact one of the floor runners, to see what occurs.

Treasure

Unless otherwise noted, the treasure within the encounters is found without the adventurers needing to make specific checks. They should not, however, be reminded to search for treasure. Since the blue gems are needed to open the portals at the end of each quest, be sure to point those out to players.

Maps

Each tier uses the same maps throughout this adventure. Whether you run games using grid-based combat or theater

of the mind is the combined decision of you and the players at your table. If theater of the mind is used, please allow the players to see the maps for general positioning.

Maps and other pieces will be provided for the final encounter. For the rest, you should be prepared to run the encounters using theater of the mind, or be ready to draw maps if necessary.

The maps are designed with the letter-number combination that matches the text description in the adventure. The title of the maps matches the title for the Tier 1 encounters. Note that the Tier 2 and Tier 3 titles are different, but the number-letter combination will always match the text.

DM maps are labeled with letters (A, B, C, etc.). The text may refer to these areas by letter to discuss placement of object or creatures, locations of traps, or other encounter elements. Not all the letters are used in every encounter. If an encounter's text does not refer to an area of the map marked with a letter, just ignore that letter.

TIER 1: Levels 1 - 4

Quest Earth: Dragon Distraction

This quest is undertaken by those seeking the soul gem containing the High Priestess of Lathander, Ellitryn Glowtress. This quest uses the Earth Zone Map.

E1. Ancient Mine

When the players step into the first room (area A) through the tunnel in the north wall, read:

The portal deposits you into a tunnel. The passage leads to an area once used as the staging area for a mining operation, but there is no doubt that all work in this area has long since ceased. The floor is worn smooth by the passage of boots and heavy equipment. Discarded supplies and thick beams litter the area. Smashed doors lead to what might have been storage rooms or offices. Rough stone hallways lead in all directions.

You are not alone here. Several humans in ragged leather armor search the wreckage for valuables.

There are **4 bandits** picking over the rubble in area A. The doors to area B (the foreman's office) and area C (the equipment storage area) have been smashed open. Area B is being searched by a **bandit captain** and a **cult fanatic**, while a **berserker** rummages through area C. The creatures in areas B and C are unaware of the adventurers unless warned by the bandits outside.

The bandits are not immediately hostile toward the adventurers. If the adventurers attempt to talk, the bandits offer to share what they know in exchange for a payment. The adventurers can bribe them with gold, a blue gem, or try to intimidate or bluff them. The bandit captain knows the following information.

- They heard that a lot of treasure in the form of rare and magical gemstones was coming up from this newly-discovered level of Undermountain and came in through a portal.
- So far the bandits haven't had much luck. There are a lot of monsters down here – more than they expected. Now they're just hoping to loot something, anything of value, and get out of here with their skins intact.
- They've seen kobolds and gnolls moving through the tunnels. Both groups want the same gemstones. The gnolls are camped in a cave whose walls seem to have a lot of gems in them, while the kobolds claim to be collecting the gems as tribute for a black dragon.
- The bandits have not seen a clear gem; they have only seen blue gems and the occasional red gem.
- The bandits do not know how to get to the dragon's lair (and don't want to know!)
- There are a couple of rooms deeper in the mine they wanted to explore, but they were chased away by an earth monster. Want to take it down together and split the spoils?

It's up to the adventurers whether to work together with the

bandits or kill them. In area D there is an ancient statue of a dwarf holding a miner's pick in one hand and pointing with his other hand. This statue currently faces south. If it is turned to face north (so that it points into area E) then an ancient mechanism opens a secret panel in the floor, lifting the **Treasure** into the center of that room. The adventurers can also discover this panel directly by searching area E and succeeding at a DC 15 Intelligence (Investigation) check. Opening the panel by force requires a crowbar and a DC 15 Strength (Athletics) check.

Unfortunately, the smell of delicious gemstones attracts attention: a **xorn** burrows up from the ground in area E when the adventurers try to get the treasure.

If the bandits are now friendly, they assist the adventurers in fighting the beast. If not, the adventurers are on their own. To get the treasure, the adventurers don't actually have to defeat the xorn; they can scoop it up and run away if they don't want to fight the creature.

Treasure

Blue Soul Gem. Amidst the pile of treasure in area E the adventurers discover a blue soul gem. In order to open the portal in Encounter E4, the adventurers must have this gem.

100 gp. The rest of the treasure in area E takes the form of gold and silver coins of various mints, as well as uncut gemstones.

Alchemist's Fire. Amid the rest of the treasure is a vial of alchemist's fire.

Room Point Bonus

If the adventurers open the secret panel in area E, either by figuring out how the statue works or by discovering the secret panel and forcing it open, they earn the room point bonus.

E2. Kobold Warrens

When the adventurers enter the room, read:

The unmistakable stench of kobolds fills this area. Winding tunnels lead in various directions, opening into caves filled with gnawed bones, crude pelts, and the other debris that passes for finery in the eyes of the reptile-men.

The adventurers start in area A. Areas B and C house **6 kobolds** and **1 kobold boss** (use stats for the goblin boss but replace Nimble Escape with Sunlight Sensitivity and Pack Tactics). Area D belongs to the **kobold chieftain** (use stats for the kobold boss and increase the hit points to 36; additionally, give the chieftain a 30 ft. fly speed, as it is a winged kobold) along with his pets, **2 death dogs**. Another group of **2 kobolds** and **1 kobold boss** are on patrol in area E. All the kobolds react to the sounds of fighting, and one kobold from each area runs to the adjoining areas to get help if they are attacked. If the adventurers aren't careful they could be forced to fight the entire tribe at once: a total of 8 kobolds, 2 kobold bosses, the chieftain, and 2 death dogs.

Can You Tell Me How To Get...

The kobolds are initially hostile, but if the adventurers mention the black dragon, the kobolds calm down long enough to fetch the chieftain, who is responsible for carrying out negotiations.

When the adventurers enter area D, read:

This cave is marginally nicer than the rest of the warrens. The kobolds seem to have a theme to their decorations: crude paintings of a black dragon adorn the walls, and a bone sculpture of a dragon sits atop a crude shrine piled with glittering objects, including several blue gemstones.

The kobolds worship the black dragon who lives in Room E4. They know the path through the tunnels that leads to the dragon's lair. There are several ways for the adventurers to get this information:

- An adventurer could trick the kobolds into thinking that the adventurers wish to make an offering to the dragon. On a DC 15 Charisma (Deception) check, the kobolds can be persuaded to lead the adventurers to the place where they leave their offerings. The dragon has given the kobolds specific instructions to bring her any gemstones that they find, so if the adventurers show the kobolds a blue or red gemstone as part of their bluff, the check is made with advantage.

- The adventurers can loot a crude map to the dragon's lair in the chieftain's quarters, if they kill or drive off all the kobolds.

- The adventurers can scare the kobolds with a successful

DC 15 Charisma (Intimidate) check, and then follow them; any kobold that is allowed to escape from this area runs toward the dragon's lair in hopes of getting her aid and protection.

Shrine to the Dragon

The kobolds' shrine holds offerings for the black dragon that have not yet been taken to her lair. The shrine is also trapped with an acid trap. The trap can be detected with a successful DC 15 Intelligence (Investigation) check. The trap can be disabled with a DC 15 Dexterity check using thieves' tools. If the trap goes off, the acid sprays out in a 15 ft. cone and destroys the metal treasure, but not the gemstones.

A creature other than a kobold searching the shrine without disabling the trap, triggers its effect, taking 11 (2d10) acid damage and has their base speed reduced by 10 feet until the next time the adventurer takes a short or long rest.

Treasure

2 Blue Soul Gems. The shrine contains 2 blue soul gems. There is no circumstance under which the kobolds will voluntarily part with the gems, as they have been specifically commanded by the dragon to bring all such items to her.

+1 silver dagger. The kobold chieftain wears a +1 silver dagger on his belt. It is crafted in the shape of a fang, but he thinks it is cursed and refuses to use it.

200 gp. The kobolds put all their wealth towards the dragon's offerings, so they carry no treasure. If the adventurers don't set off the acid trap on the shrine, then they can loot a total of 200 gp worth of coins and other small valuables that the kobolds have collected from around the dungeon.

Room Point Bonus

If the adventurers get the treasure from the shrine without setting off the trap, then they earn the room point bonus. Tricking the kobolds into taking the treasure off the shrine is a valid way to earn this bonus.

E3. The Chicken Game!

A tribe of gnolls were summoned into the dungeon by Halaster's magic. They don't know why they are here, but they are making the best of the situation. They've taken over a large cave whose walls are embedded with gemstones.

When the adventurers arrive, the gnolls are in the middle of playing one of their favorite games, the Chicken Game. The game is played by throwing a live chicken into a group of gnolls. Whoever eats the chicken wins. Whoever smashes another gnoll in the face when he is about to eat the chicken also wins. Whoever smashes another gnoll just on general principle also wins... well, you get the idea.

Since the gnolls don't have access to a supply of chickens down here, they are using a polymorphed aarakocra instead. The chieftain discovered a magic wand with this power and, not being able to think of anything better to do with it, has been using it repeatedly on the aarakocra. This hapless creature gets smashed over and over, with the gnoll pack leader wasting wand charges to polymorph it back every time it loses.

Read the following when the adventurers enter the area:

The walls of this large cavern glitter with embedded gemstones. Of more immediate concern are the pack of hooting, hollering, howling gnolls. They are intently focused on trying to catch a chicken, which frantically scrambles for its life around the room, dodging the stabbing spears and gnashing teeth of the gnolls with astonishing dexterity. Several more gnolls stand watch over the proceedings, betting on how long the chicken will survive.

There are **7 gnolls, 1 gnoll pack lord, and 2 worgs** here. Six gnolls are in area B, while the pack lord chieftain, one gnoll, and two worgs watch and "referee" the game from the higher ground at area C.

The adventurers may decide to just attack. If they can succeed at a DC 10 group Dexterity (Stealth) check, they can gain a surprise round on the gnolls.

Once combat starts, the chieftain releases the worgs to join the melee, while he and two of the regular gnolls use the high ground (areas C and/or D) to make ranged attacks.

If the adventurers watch the game for a moment, they discover that the "chicken" is more than it seems. Read the following:

One of the gnolls triumphantly sinks his teeth into the hapless chicken. There is a flash of light and the body of the chicken suddenly morphs into the form of an aarakocra, which falls unconscious to the floor. The gnolls turn to the chieftain and begin chanting: "One more game! One more game!"

The chieftain smiles and stands, pulling a wand from

his belt. He points it at the aarakocra, who polymorphs it back into a chicken. The wand then crumbles into dust.

"Last game for the day!" shouts the chieftain. "Magic all gone. Whoever win this time, win for real!"

Rescuing the Aarakocra

Each time the aarakocra is polymorphed, its hit points reset, so it begins the encounter at its normal hit point total. The adventurers can either defeat all the gnolls and then try to catch the "chicken" themselves to return it to its normal form, or they can realize that this good-aligned creature is likely to be an ally against the gnolls, and do damage to the chicken so that it changes form, mid-battle. The chicken has an AC of 13 and any damage causes him to return to aarakocra form, whereupon he gladly aids the adventurers in defeating its captors.

Although most aarakocra only speak Auran, this one knows enough Common to get by. His name is Hawkwind, and he does not know how either he or the gnolls got here. One moment he was soaring through the clouds and the next moment he was being smashed repeatedly by the gnolls. He is very grateful to the adventurers and offers to accompany them. Give his statistics block to one of the players to run until they leave this Zone, whereupon he takes the portal back to freedom.

Developments

Most of the gemstones embedded in the cavern walls are flawed and worthless, but there is one blue gem and a red gem.

Treasure

Blue Soul Gem. See above.

Red Soul Gem. At the end of the encounter, the red gem begins to glow. [Send the table captain to the D&D Open HQ to see what happens.](#)

200 gp. The kobolds gnolls each carry some coins and jewelry totaling 200 gp.

Wand of Lesser Polymorph. If the adventurers kill the gnoll pack lord before he uses the last charge from the wand, it has one charge remaining. It works like the item described in the *Dungeon Master's Guide*, but any damage returns the polymorphed creature to its original form. The wand cannot regain charges, crumbling to dust when the last is used. It also crumbles when it is taken out of Undermountain.

Room Point Bonus

If the adventurers succeed in rescuing the aarakocra and recruiting it as an ally, they earn the room bonus.

E4. The Dragon's Lair

The adventurers begin off the map at the small shrine where the kobolds leave their sacrifices for the dragon:

The tunnel widens out into a cavern containing a calm but murky underground lake. A rock island juts from the center of the lake. Presumably this is the dragon's lair.

In a small niche you see a crude shrine, similar to the one in the kobold chieftain's quarters. No offerings adorn the shrine, but a small gong suggests a way to let the dragon know when someone leaves her a present.

The adventurers enter the cavern at area A. The island is the lair of a young black dragon. Such a foe would present an impossible challenge for the adventurers, especially at 1st- and 2nd-level. Fortunately, the dragon is easy to lure away. Any reasonable strategy the adventurers devise should draw the dragon from her lair long enough to explore the island. The following examples are not meant to be a complete list of possibilities.

- If the adventurers came here with the kobolds from E2, the kobolds place their offerings on the shrine and bang the gong to summon the dragon.
- If the adventurers befriended the aarakocra, it offers to distract the dragon, flying down the tunnel to draw her away.
- If the adventurers leave reasonable offerings on the altar and ring the gong, the dragon responds.

When the adventurers devise a reasonable distraction, read:

After a few moments, a large black dragon emerges from the cave. Silently she slithers into the water and swims across the lake. Hopefully your distraction keeps her occupied for a few minutes while you pay a visit to her lair.

By default, the adventurers have five minutes before the dragon returns. If they created a very good distraction, then they have ten minutes. If they created a poor distraction, they have three minutes.

The Dragon's Lair

The water is ten feet deep but easy to swim (no Athletics check required unless an adventurer is in heavy armor).

When the adventurers reach area C, read:

The dragon built her nest amongst a pile of cracked boulders and other rubble. Gemstones and other treasure glitter among the rocks, as are fragments of eggshells. It looks as though this dragon has a brood!

In area D the adventurers discover (and are discovered by) **3 black dragon wyrmlings**. The adventurers must defeat these creatures and loot the lair before the mother dragon returns, or else they are in for a much deadlier fight.

Optional Encounter

If the adventurers really want to go for the gusto, they can lay an ambush for the young black dragon (CR 7) upon her return.

Opening the Portal

After the adventurers leave the dragon's lair, a vertical stone slab rises out of the water on the far side of the lake (off the map). In the slab are 8 small holes forming a diamond pattern. The blue gems and clear gem found in the 4 chambers can be placed in the holes. When all the gems are set, gears emerge from various points in the stone and begin to whirl and grind.

As the final gem is placed into the slab, gears and other machinery emerge from the stone, whirring and clanking to life. The soul in the clear gem you just found begins to emerge, saying "Lathander be praised. I thought I would be trapped there forever." An elven form smiles at you, but seconds later it cringes in pain and shrieks, as it is sucked into a tiny portal slowly opening in the slab.

Tell the players that they cannot enter the portal being created by this door until the start of Round 2, but they can move on to other areas/quests to do more exploration and earn more rewards.

Treasure

4 Potions of Healing. These are found in the dragon's nest.

3 Blue Soul Gems and 1 Clear Gem. These are found in the dragon's nest.

300 gp. Other valuable gems litter the dragon's nest.

Room Point Bonus

If the adventurers create a distraction for the dragon lasting at least five minutes, they earn the room point bonus.

Completing Quest Earth

If the party completed Quest Earth before any other quests, they should start the second round of this adventure with Encounter E5. If Round 1 is not over, the party can start other quests and go on to attempt other Round 1 encounters.

TIER 1: Levels 1 - 4

Quest Storm: The Fallen Citadel

This quest is undertaken by those seeking the soul gem containing the soul of Master Trinave, the most famous bard in Waterdeep. This quest uses the Storm Zone map. This area represents a storm giant citadel that was destroyed long ago, which Halaster incorporated into his new level. An ancient ghost knows where the clear soul gem has been taken but asks the adventurers to redeem his honor before he will tell them.

S1. Field of the Fallen

The adventurers arrive in this zone at the south end of the map, near area A. When they enter, read the following.

The portal deposits you in an enormous cavern. Stone walls stretch at odd angles across the floor, as if they were simply dropped here from a great height and shattered upon landing. You are unable to see the cavern ceiling, as swirling black clouds crackling with energy roil and churn above you. The ground is littered with broken weapons, suits of armor, siege weapons, and other implements of war. There are no signs of the soldiers themselves, however, either living or dead. In the distance, a huge citadel looms. One of its towers has been destroyed, but the other stands, and the main structure appears mostly intact.

When the adventurers leave area A to go deeper into the map, some of the discarded weapons and suits of armor animate and attack. There are **4 flying swords**, **4 suits of animated armor**, and **2 arcane ballista traps** (large objects, AC 15, 27 [6d8] hit points each, cannot move, +5 ranged spell attack, 7 [2d4+2] force damage). Ballistae are located atop the walls near areas C and D.

Areas of difficult terrain are marked on the map. Climbing one of the stone walls requires a DC 10 Strength (Athletics) check. The walls are 10 feet tall and uneven (difficult terrain). An adventurer atop a wall cannot be reached by the animated armor but can still be targeted by flying swords and arcane ballistae.

The General

When any adventurer reaches areas B, C, or D, regardless of whether the fight is still going on, read:

A ghostly figure strides across the battlefield, shaking his fist at the storm above. Dressed in armor befitting an officer, he has no insignia or other markings that would identify his nation or allegiance.

The general ignores the adventurers and animated objects, but he does defend himself if attacked. When adventurers address him, either during or after the battle, read:

The ghost pauses to consider you. "Are you speaking to me? Do not risk your own sacred honor by addressing one who has failed so miserably. You do not want the stain of my shame to touch your own good name, I assure you."

If the adventurers are insistent about speaking with the

ghost, he relates the following:

- He cannot remember his name. He was the general of an army attacking this citadel, which belonged to an aggressive storm giant.
- He can't remember the name of his homeland either, but he knows his army was defeated. The enemy took their battle standard as a trophy.
- He is unable even to remember the appearance of the coat of arms of his homeland, but some armor on the battlefield probably bears the coat.
- The battle was long and hard-fought, but the general's army was eventually routed. He was slain by the storm giant chieftain. His shame denies his immortal rest, so he haunts the battlefield. Now he is just weary and wants to rest, but the burden of his dishonor won't let him.
- The general knows where the clear soul gem is, but he insists the adventurers must first help him by recovering the battle standard of his army from the keep.

If the adventurers take the time to search the battlefield, they discover only one shield with an intact crest: see Treasure below. The general recognizes it.

Treasure

Red Soul Gem. Embedded in one of the suits of animated armor is a red gemstone. At the end of the encounter, this gem begins to glow. Send the table captain to HQ to see what happens.

Magic Shield. Hidden among the detritus of the battlefield the adventurers discover a *+1 shield* bearing the general's coat of arms. He recognizes it when it is shown to him, but tells the adventurers to keep it as he is no longer worthy to bear it.

100 gp. Scattered on the battlefield are jewelry and coins totaling 100 gp.

Leaving

From here the adventurers can only reach Encounter S2, as they must pass by the tower to reach the main gates.

Room Point Bonus

If any of the adventurers climb the walls and make a successful attack from the safety afforded there, they earn the room point bonus.

S2. Big-Headed

When the players enter this area, they do so by climbing through the hole in the wall (next to area F) and end up in the corner of area A. Read:

A huge hole provides entrance through the outer wall of the fortress. The one surviving tower looms over you, but even it shows significant battle damage, with the doors and front wall reduced to rubble. A squat stone building stands across the way, perhaps a barracks or armory. Everything here is built on a giant scale.

After the adventurers move toward the tower, continue:

The skull of a storm giant floats within the tower. As you approach, motes of blue fire dance within its eye sockets. "What! Doesn't that idiotic human know when he's beaten? Well, what's a few more bodies to add to the pyre? Soldiers! To arms! Your chieftain commands it!" The skull takes flight, crackling with electricity, as apparitions of ancient soldiers begin appearing around the courtyard.

The adventurers are opposed by **1 lightning skull** (normal game statistics for a flameskull, but the skull is that of a storm giant rather than the normal humanoid skull; also, replace references to fire with references to electricity) along with **7 guards** and **2 acolytes** (use the normal stat block but flavor them as apparition troops). The skull begins at area C on the map. The acolytes appear atop the walls at areas E and F, while the guards are scattered throughout the main courtyard (area A).

The storm giant chieftain has no more clue that he's dead than the general is able to remember his own name. As the skull flies around the battlefield, it taunts the adventurers, telling them that they will never take the castle, because the gates are enchanted and no pitiful human would ever be able to command them to open; only the majesty of a great and mighty storm giant can command them.

Features of the Area

Area B is an ancient armory. Most of the equipment within has long since rusted into uselessness. However, the roof is intact. An adventurer could climb to the roof, but more usefully, the flameskull can't easily attack adventurers who are inside the building. The other apparitions can phase through the walls, but the skull is corporeal.

When the skull is defeated, read the following:

As the giant skull crashes to the ground, lifeless once more, you see that the blue glow emanating from its eye sockets is actually coming from two gemstones.

Entering the Keep

Once they have defeated the storm giant's skull and his ghostly legion, the adventurers can continue to the main keep. The gates are closed tightly and are far too heavy for the adventurers to open. As hinted at by the skull's taunts, the gates open if the skull is presented before them. They still recognize their master, even in death.

If the adventurers don't get the hint about using the skull to open the gates, they can resort to force. This takes a while and makes a tremendous amount of noise, but there is no organized opposition, so the adventurers eventually manage to break through.

In either case, proceed to Encounter S3 when the adventurers enter the keep.

Treasure

2 Blue Soul Gems. The two eye sockets of the storm giant chieftain's skull contain blue soul gems.

200 gp. Area D at the top of the tower holds a total of 100 gp among rotted sacks and broken chests.

Room Point Bonus

If the adventurers open the gates using the storm giant skull rather than breaking them down, they earn this room's bonus.

S3. Trophy Case

When the players enter this room, read:

Most rooms of the ancient keep are dusty and deserted. Eventually you make your way to a throne room. A massive throne sits atop an elaborate dais. Instead of a red carpet, the floor is inlaid with red glass, forming a walkway to the dais. Columns flank either side of the processional area, while two large statues stand a silent vigil to either side of the throne. A huge collection of trophies of war adorns the walls – swords, shields, helmets, battle standards, flags, and dozens of other symbols of those defeated by this storm giant clan during their glory days. A massive skeleton is seated on the throne, but its skull is missing.

Lurking invisibly in this room is a **blue faerie dragon**. The dragon was once a storm giant wizard's familiar but has had nothing to do for a long time. It was pulled here along with everything else when Halaster's magic seized the citadel. The dragon knows the history of this place, and in particular it can identify the battle standard that the adventurers seek, but it wants to have some fun with them.

One obvious thing for the adventurers to do would be to place the skull on the skeleton. The faerie dragon hopes that they do this, but if they don't, it proceeds with its plan anyway: it casts *major image* and pretends to be the skeleton.

The skeleton lurches to its feet, one bony hand outstretched. A booming voice calls, "You stand in the hall of the great storm giant chief! Kneel before me or you shall feel my wrath!"

Of course, the adventurers have already killed the storm giant chieftain once, so they might wonder why it's lecturing them again (and why its voice has changed). If they play along, the dragon orders them to do increasingly silly things (roll around on the floor, stand on their heads, stand on one leg and sing a song about how great storm giants are) until they eventually get exasperated and challenge its authority. At that point the dragon breaks down laughing so the illusion drops, also revealing itself.

"Oh, goodness me, I haven't had that much fun in ages. You must forgive me, but I couldn't help myself. As you can see, our big friend here is deader than dead. Totally dead. Entirely dead. Dead as dead can be. Did I mention he's dead? Well, he is. So why are YOU here, anyway?"

Finding the Battle Standard

If the adventurers tell the faerie dragon what they are looking for, it gets very excited. "Oh, I know EXACTLY what you're talking about! Let me just tell you how to find it in seventeen easy steps. What, you didn't think this would be EASY, did you?"

The dragon proceeds to give the adventurers a series of cryptic clues that tell them which item from the assembled trophies is the one they seek. Each adventurer must make a DC 10 Intelligence check to figure out the correct standard based on the logic puzzles of the dragon. An adventurer that fails takes 1d10 lightning damage.

When the adventurers take the correct battle standard down from the wall, the nearby statues animate and attack. ("Ooops, I didn't know about THEM," says the faerie dragon apologetically. "Well, I'll just be up here where they can't get me. Buh-bye!") She then goes and perches on top of one of the columns, calling out encouragement to the adventurers when they do well and making fun of them when they do poorly. If an adventurer is in danger of dying, the faerie dragon swoops in at the last moment to help.)

The adventurers face an large granite statues wielding stone weapons: use the stats for an **ogre** and **four half-ogres**.

Leaving

There are no more areas of interest in the keep. The adventurers need to return to the ghostly general with the correct battle standard in order to reach the final area of this quest.

Treasure

2 Blue Soul Gem. After the statues are defeated, the faerie dragon calls down from the ceiling. "Ooh, there's all kinds of neat stuff up here! Take a look at this!" The dragon nudges something and 2 blue soul gems come falling down to land at the adventurers' feet. See, she does like them!

200 gp. Among the war trophies are a set of silver crowns worth a total of 200 gp.

Room Point Bonus

If the adventurers solve the logic puzzle without making more than one mistake (picking the wrong item), then they earn the room bonus.

S4. Islands in the Sky

When the adventurers return to the ghostly general with the battle standard, he is overjoyed. Read the following.

"Yes, yes! You have found it! My honor is restored. I know what you seek: it is above us, hidden within the storm. Plant my battle standard in the ground at my feet, and I shall reveal the secret you are searching for."

The planted standard glows white-hot. The storm overhead churns and crackles, and then a bolt of lightning streaks down, blasting the standard! Read the following:

The force of the explosion flings you into the air! The ghost gestures and an invisible force lifts you into the whirling maelstrom. Several islands of stone float high above the cavern floor. They are etched with runes and were once been part of the floor of a single large room with a magic circle drawn upon it. As the magic propelling you upward fades, you come to a gentle landing, but you are not all guided to the same island.

As if under the effects of *feather fall*, the adventurers land randomly distributed on the islands shown on the map. Roll 1d10 for each adventurer and consult the following table.

Encounter Starting Location

Result	Starting Location
1-2	Area A
3-4	Area B
5-6	Area C
7-8	Area D
9-0	Area E

The Floating Islands

The stone once comprised the floor of the stone giant wizards's tower. Halaster's magic broke and suspended them in this magical storm but did not break the spell that the magic circle held. To activate the portal the adventurers must identify the pattern of the runes and activate them in the correct order.

Of course, the wizard summoned a variety of creatures to do his bidding, and they remain here, hostile to intruders. The adventurers face **four lightning mephits** (same stat blocks as an ice mephit but change cold to electricity), **four thunder mephits** (same stats as a steam mephit but change damage types to thunder), and **two griffons**. These guardians all fly, attacking the adventurers regardless of which island they are on. When the encounter begins, one of each type of mephit stands on the islands marked C, D, and E, the griffons are on islands A and B, and the remaining mephits fly between islands C, D, and E.

The distance between islands is not great, so the

adventurers can jump using normal movement rules. Falling creatures are suspended by the magic of the ghost's battle staff, depositing them roughly on a randomly-determined island, dealing 7 (2d6) bludgeoning damage and leaving the adventurer prone.

The Runes

Each island has part of the wizard's magic circle and one prominent rune. Each rune is written in Giant, but the script is a particular type of giant: Cloud, Fire, Frost, Stone, and Storm. The adventurers can identify these automatically.

The runes must be activated in the order of the strength of the corresponding giants: Stone, Frost, Fire, Cloud, and finally Storm. An adventurer standing on a rune can activate it automatically with an action, but if the runes are activated out of order, the pattern resets and must be started again. If the players are having a hard time with this puzzle, the faerie dragon from S3 can come to their assistance.

Completing the Encounter

Once the rune sequence has been completed, the remaining monsters continue to fight, but after the last enemy has been defeated, the floating islands draw together into a single solid surface. With the magic circle reformed, a portal appears at the center of the circle. Resting in front of the portal is the clear soul gem and 3 blue gems. When the 7 blue gems and 1 clear gem found on this quest are set into the portal, gears emerge from various points in the stone and begin to whirl and grind. Read the following.

As the final gem is placed into the slab, gears and other machinery emerge from the stone, whirring and clanking to life. The soul locked in the clear gem you just found begins to emerge. It is a human holding a lute and dressed in performer's garb. "There is foul magic all around, and you need to know that--" His words end as he shrieks, and his form is sucked into a tiny portal opening in the slab.

Treasure

3 Blue Soul Gem and 1 Clear Gem. The adventurers find 3 blue gems and 1 clear gem in front of the portal.

300 gp. Each of the griffons wears a silver and sapphire collar worth 150 gp.

Room Point Bonus

If the adventurers activate all five runes in the right order without making more than one mistake, they earn this room's bonus.

Completing Quest Storm

If the party completed Quest Storm before any other quests, they should start with Encounter S5 when Round 2 begins. If Round 1 is not over, the party can go on to attempt other Round 1 encounters.

TIER 1: Levels 1 - 4

Quest Fire: Emberforge

This quest is undertaken by those seeking the soul gem containing Rhone Stouthopp, the Guildmistress of the Vintners, Distillers, and Brewers Guild. This quest uses the Fire Zone map.

F1. Gemstone Mine

The adventurers enter this zone at the location marked A on the map. Read the following.

This cavern must be one of the sources of the mysterious soul gems that have been flooding into Waterdeep. The walls gleam and glitter with treasures begging to be pulled from the rock. Mine carts filled with ore and uncut gemstones sit on metal tracks that lead off into the distance. A group of dwarf-like creatures with metallic skin work the walls, hammers blazing with fire.

These **azers** are not necessarily automatically hostile. The adventurers can avoid a fight with them as long as they don't attack or try to steal gems. If the adventurers do start a fight, they face **3 azers** in the first wave and the promise of many more reinforcements to come: 2 azers arrive to investigate the disturbance within 2 minutes, followed by 1d3 azers every other round.

Assuming the adventurers approach peacefully, the azers pause their work to provide the following information:

- The azers have been working for years, called forth from the Elemental Plane of Fire by magic and trapped here.
- The azers are familiar with green, blue, and clear soul gems. They know that red gems exist, but they are not sure how the red gems are created or what effects these strange stones have. They don't know how the souls get trapped in the gems, or how they can be released.
- Normal mining tools and techniques are ineffective at getting the raw stones here. The carts nearby are filled with rejected candidates, which have only nominal value.
- The azers say there is a clear gem nearby. They're willing to provide information in exchange for a small service. Some hell hounds have been disrupting the mining operations. They want the hell hounds gone so that they can speed up the pace of their work and fulfill Halaster's demands so he will release them.

The adventurers can either assist the azers or fight them.

Finding the Hell Hounds

If the adventurers agree to aid the azers, the fire creatures point them deeper into the cavern. (Use the same map, but without the azers or the building marked as Area B.) There are **three hell hounds**, and the adventurers must defeat at least two of them before returning to the azers. The hounds are overconfident and fight to the death. The adventurers can turn the gemstones' intrinsic energy against the hounds to make them easier to defeat (see below).

Resonant Energy

The unmined gemstones are magically attuned to fire. Even the azers are unaware of the power of the gems. An adventurer who succeeds on a DC 10 Intelligence (Arcana) check senses this latent energy and understands it can be used to negate a creature's fire resistance. As an action, an adventurer standing within 10 feet of any of the cavern walls in this area can direct the gems' energy against a visible target. The target loses its fire resistance (if any) until the start of the adventurer's next turn. This only works in this encounter.

Development

If the adventurers defeat the hell hounds, the azers are pleased. They give the listed Treasure to the adventurers and also share any of their remaining information (see above) that the adventurers did not learn earlier.

- Two areas nearby - a magma forge and a wizard's crypt - hold more secrets of the soul gems. The azers have 2 halves of a clear gem. They can be joined and empowered elsewhere.
- If the adventurers fight the azers, the same information is available in journal form.

From here the adventurers can proceed to F2 if they wish to investigate the magma forge, to F3 if they wish to recover the elemental ritual.

Treasure

Blue Soul Gem. After defeating the hell hounds, the adventurers find a blue soul gem. If they don't fight the hell hounds then this gem is instead in the azers' storage locker (Area B, room 2).

2 Halves of a Clear Soul Gem. The azers give these to the adventurers if they defeat the hell hounds, or the adventurers can loot them instead by killing the azers.

100 gp. The azers carry a total of 100 gp worth of gems.

Potion of Fire Resistance. This is another reward the azers give the adventurers, or loot taken from them.

Room Point Bonus

If the adventurers discover the resonant energy of the gemstones in this area and manage to use it to negate a creature's fire resistance, they gain the bonus for this room.

F2. Magma Forge

The adventurers enter this room at area A. Read the following.

The blistering heat of a river of pure magma engulfs this cavern. Molten lava pours down from two portals that must be connected directly to the Elemental Plane of Fire. The lava cascades down, flowing around several rocky islands before exiting the cavern to the south. A forge stands nearby, the anvil made of pure adamantine. A small sluice channel seems designed to steer the flow of lava around the anvil, but it is currently closed. A chain stretches perilously across the river of flowing lava to anchors embedded into the islands.

The forge (area B) is cold and useless until the adventurers open the sluice gate and fill it with lava. There are no monsters visible when the adventurers enter the area.

Activating the Forge

The chain is anchored on islands 1, 2, and 3. Each island has a small lever; pulling the lever as an action releases the anchor from that island. When all three have been released, the sluice opens and lava is directed into the forge.

The distance from the shore to the islands is small enough to jump, although of course a fall into the lava would be extremely dangerous. An adventurer who lands in the lava takes 11 (2d10) fire damage immediately and another 5 (1d10) damage at the start of each of their turns until they take an action to put the fire out. Another adventurer can put the fire out by using the Help action.

If the adventurers don't want to risk jumping to the islands, they can manipulate the levers from shore using *mage hand*, by throwing rocks or thrown weapons at them (AC 13, at least 5 points of damage moves the lever), or by attacking the chains (AC 19, 25 hp, immune to fire, vulnerable to cold, takes half damage from nonmagical weapons that aren't made of adamantine).

As soon as the adventurers release the first of the three chains, regardless of which chain they choose or how they release it, **four magmins** rise up out of the lava (area C on the map) while **two fire harpies** (same statistics as a regular harpy but with fiery wings) fly onto the map at area F. When the adventurers open the third and final anchor, a **lava weird** (same statistics as a water weird, but made of fire) rises out of the lava flowing into the channel and attacks any adventurers in area B.

Using the Forge

Once the adventurers have released all three anchors and defeated the monsters, they can use the forge to merge the two halves of the crystal soul gem. There are adamantine tongs and a small hammer built into the anvil that seem well-suited to this purpose. Read the following:

The lava flowing through the small channel should burn you, but the enchanted anvil absorbs all the heat, shielding you and directing the energy into the objects on the anvil. Thin streams of pure elemental fire seep into the cracks of the clear soul gem, fusing the two halves. A few well-placed strikes of the hammer and everything snaps into place. The repaired gem is perfect in every detail: you would never know it had ever been two separate pieces. You can only hope that the soul inside is equally intact.

Development

From here the adventurers can proceed to F3 if they do not yet have the elemental ritual needed to empower the gemstone, or to F4 if they have the ritual and are ready to cast it. If for some reason they want to go back to F1 and show the repaired gemstone to the azers, the azers can confirm that the job was done properly (assuming the adventurers didn't antagonize them earlier).

Treasure

Blue Soul Gem. There is a blue soul gem on island 4. The monsters pay no attention to it.

Red Soul Gem. When the adventurers defeat the lava weird, it coalesces into the form of a red soul gem. At the end of the encounter, this gem begins to glow. Send the table captain to the D&D Open HQ to see what happens.

200 gp. Gold ingots worth 200 gp rest near the anvil.

Adamantine Coating. Raw adamantine coats the anvil from whoever last used it. When the forge activates, this metal turns molten, but does not disappear. It can be identified with a DC 15 Intelligence (Arcana) or Wisdom (Nature) check. If the adventurers think to use it, they can use it to coat one melee weapon that is primarily made of metal, or up to 20 arrowheads, darts, or shuriken. The affected items do not lose their other properties and are treated as adamantine for purposes of overcoming creatures' damage resistance until the end of the adventure.

Room Point Bonus

If the adventurers successfully activate the magma forge without any adventurer taking damage from the river of magma, then they gain the bonus for this room.

F3. Wizard's Crypt

A fire giant wizard is interred within these caverns. The elemental ritual to empower a clear soul gem is carved into the inside of the crypt, so that he could stare at his greatest creation for all eternity.

When the adventurers arrive on the map at area A, read:

This huge cavern is filled with natural bridges formed from hardened lava. Obsidian and basalt pillars stretch hundreds of feet from the floor far below you to the ceiling far above. From here you can't see the crypt that the azers talked about, so there's nowhere to go but up.

One of the **two carrion crawlers** is hiding, motionless, adhering to the underside of the bridge marked B. The adventurers can only discover it if someone specifically searches under the bridge. There is no angle from which the adventurers can see the crawler as they are already standing at the base of the bridge when they are at area A. If they discover it, the adventurers can defeat this crawler without having to fight other monsters at the same time.

When the adventurers reach area B, they can see up the second bridge to the crypt. The crawler hiding under the bridge doesn't attack until the other guardians activate. Read the following.

The 20-foot wide span ahead of you ends at a large, wide ledge. Set into the center of the ledge is a stone sarcophagus big enough to hold a fire giant lying down. It is made of bronze and covered in mystic etchings. Two large braziers stand to either side of the sarcophagus.

When the adventurers reach area C, they trigger an ancient ward (which is activated by the proximity of a living creature with an Intelligence score greater than 3). The guardians attack. Read:

The braziers on either side of the bronze crypt flare to life. Dusty bones shake and rattle as skeletal figures, infused with fire, leap to their feet and fire arrows of pure flame at you. Humanoid figures made of pure flame leap from the braziers and race down the bridge toward you.

At the beginning of the combat, the adventurers are in area C (and perhaps some trailing back into B). **Four fire skeletons** rise up, two on each side the crypt at the top of the bridge (E). **Two blazing effigies** leap from the braziers to the top of the bridge (D). There are **two carrion crawlers** (one inside the sarcophagus and one clinging to the underside of bridge B) but they don't do anything during the first round of combat.

A fire skeleton has the same game statistics as a normal skeleton, but it has resistance to fire. Its ranged attacks do

not require ammunition and deal fire damage instead of piercing damage. A blazing effigy has the same game statistics as a **scarecrow** but it is vulnerable to cold instead of fire, and immune to fire. The carrion crawlers have normal game statistics.

On its initiative count in the second round of combat, the carrion crawler underneath bridge B locates the nearest adventurer and flips over to the other side of the bridge, gaining surprise unless the adventurer succeeds on a DC 15 Wisdom (Perception) check. On its initiative count in the third round of combat, the second crawler oozes out of the sarcophagus and crawls over the ledge underneath bridge C, then joins the battle. With their *spider climb* ability, the crawlers can use both sides of the bridges to get the best tactical position while moving at their normal speed.

Opening the Sarcophagus

After the adventurers have defeated the monsters, they can search the sarcophagus. The bones of the ancient fire giant wizard are still here, gleaming white. The two blue soul gems inside, however, were of no interest to the crawlers, being inedible.

The ritual is contained in the etchings all around the outside of the sarcophagus and on the inside lid. Reading the etchings tells the adventurers how to suffuse the gem - now they just need to get to the ritual area (F4) to do it.

Development

Proceed to F2 if the adventurers have not yet fused the crystal soul gem at the magma forge, or to F4 if they have fused the gem and are now ready to cast the ritual.

Treasure

Two Blue Soul Gems. Found inside the sarcophagus.

200 gp. Silver funeral icons worth 200 gp rest amid the bones.

Room Point Bonus

If the adventurers discover the carrion crawler hiding under the bridge before it ambushes them, or if at least one adventurer is saved from falling by another adventurer, they earn the bonus for this room.

F4. Ritual Chamber

The adventurers arrive at the location marked A on the map. Read the following.

This room has all the trappings of a wizard's summoning chamber. The walls are hung with heavily embroidered tapestries. A large runic circle is etched into the floor in gold, bounded by four marble pillars carved to look like red dragons. A small hallway exits the back of the room next to a fountain that sparkles with clear liquid.

The ritual instructions say the soul gem must be placed in the center of the magic circle - then "prime the circle" before casting the ritual. Any adventurer trained in Arcana or Religion can automatically tell that the circle is not active at the moment. The means for empowering the circle must be elsewhere in this area. Areas C and D on the map are readily visible, while location E is hidden behind a secret door.

The Fountain (Area C). The fountain at the back of the room flows with pure, ice-cold water. An adventurer drinking from the fountain takes 1 point of cold damage and gets the sense that items placed within the fountain might be temporarily imbued with cold energy. This provides the adventurers a way to bypass the fire elemental's damage resistance when it is summoned.

The Pressure Plates (Area D). The chamber on the western side of the map holds a number of long metal boxes filled with chunks of coal. The narrow hallway holds nine statues, each depicting a salamander. In front of each statue is a small, empty, unlit brazier.

Any spellcaster can sense that there is a connection between these statues and the magic circle in the main room. When coal is placed in all the braziers, they light. This empowers the magic circle, and also triggers the first set of guardians, **two gargoyles** (which are two of the four pillars around the magic circle). If any adventurers stayed behind while others investigated area D, then they are the gargoyles' first targets; otherwise the creatures move toward area D and attack the first adventurers they find.

The Secret Door (Area E). The tapestries are embroidered with prayers to the god of fire giants, Surtr. The tapestries are burned away when the fire elemental appears, revealing the door to the room beyond (marked E on the map). The Treasure (see below) is there.

Casting the Ritual

Once the magic circle has been primed, the adventurers are ready to cast the ritual. The adventurers must place the clear soul gem inside the glowing magic circle and then read the magic phrase they learned from the fire giant wizard's sarcophagus. The adventurer casting the ritual must stand within 5 feet of the magic circle, but the other adventurers can be positioned wherever they like. Read the following:

As you intone the ancient ritual, the soul gem glows. A vortex of energy coalesces, revealing an image of the trapped soul, alive and well. Suddenly, the entire circle erupts with a burst of flame. The heat washes over you, charring the tapestries and blurring the runes of the circle. The fire takes on a vaguely humanoid shape and pushes forward, breaking the protective boundary!

A **fire elemental** appears in the center of the circle and attacks (starting with the adventurer who was casting the ritual). This is a dangerous foe for a low-level party, especially if the adventurers didn't discover that the fountain is imbued with cold energy.

Opening the Portal

Once the fire elemental is defeated, the energy of the magic circle collapses. The stone floor cracks, revealing a spider-web pattern of arcane energy underneath in the shape of a star. In the center of the circle, a portal appears. The adventurers must place 7 blue soul gems and the clear gem at eight points of the star to activate the portal.

As the final gem is placed into the gear, gears and other machinery emerge from the stone, whirring and clanking to life. The soul locked in the clear gem you just found begins to emerge, and you hear the words "It was so dark in there. Please, I don't want to go back." A dwarven specter reaches out to you for help, but before it takes corporeal form, it is drawn into a tiny portal slowly opening in the floor.

Tell the players that they will not be able to enter the portal being created in this archway until the start of Round 2, but they can move on to other areas/quests to do more exploration and earn more rewards.

Completing Quest Fire

If the party completed Quest Fire before any other quests, they should start the second round of this adventure with Encounter F5. If Round 1 is not over, the party can go on to attempt other Round 1 encounters.

Treasure

3 Blue Soul Gems. These are found in the area behind the secret door (marked E on the map).

300 gp. A locked treasure chest behind the secret door holds rubies and amethysts worth 300 gp.

Room Point Bonus

If the adventurers successfully prime the magic circle by lighting all the correct braziers without making any mistakes, they earn this room's bonus.

TIER 1: Levels 1 - 4

Quest Cold: Inside Out

This quest is undertaken by those seeking the soul gem containing the soul of the Head of the City Watch, General Janteel Jardeth. This quest uses the Cold Zone Map. In this quest the adventurers begin in S2 (Library), not S1 (Crevasse). The order is S2, then S1/S3 in either order, then S4.

C1. Crystal Crevasse

DO NOT PLAY THIS ENCOUNTER UNTIL COMPLETING C2!

The adventurers learn the location of the crystal field from the books in Halaster's library (Enc. C2). They arrive in this area at the location marked B on the map. Read:

A chill wind howls through this large cavern. The ground drops precipitously at the center, forming a steep ravine. The ground below is covered with a thick layer of ice. Large crystals jut forth from the frozen terrain, each the size of a full-grown human.

Information learned in Enc. C2 suggests these crystals are one source of the soul gems that have been appearing throughout Faerûn. In order to investigate further, the adventurers must descend into the crevasse. The steep sides of the ravine are 20 feet high and require a DC 15 Strength (Athletics) check to climb unaided. If the adventurers take the time to secure a rope, they can reduce the check DC to 5 for any adventurer using the rope. An adventurer who falls takes 7 (2d6) falling damage.

When the first adventurer enters area E, read:

As you approach one of the large crystals, the ground shudders. A large beetle-like creature bursts from the frozen earth, acid dripping from its mandibles!

Two ankhegs burrow into this area, drawn by the vibrations upon the frozen earth. Only one bursts forth initially, most likely surprising the adventurer it attacks. The second ankheg does not participate in the surprise round, but rolls initiative normally, bursting forth to attack a different adventurer.

At the end of the second round, roll initiative for a **basilisk**, which enters the battlefield at the location C. The basilisk is not an ally of the ankhegs and prefers to avoid them, focusing on adventurers who stayed on higher ground. If all the adventurers descended into the crevasse, the basilisk tries to move along the edge to catch someone in its gaze. It climbs down only as a last resort. Any creature that fails saving throws against the basilisk's *petrifying gaze* turns to crystal rather than stone, but the game effects are identical, and they count as stone for the purpose of having the effect reversed.

Features of the Area

The large crystals provide cover in area E. The area marked within the dotted lines on the map is especially slippery. An adventurer who treats this area as difficult terrain (moving at half speed) may do so without further penalty. An adventurer who attempts to move at greater than half speed or use the Dash action must make a DC 10 Dexterity (Acrobatics) check or fall prone, ending movement.

The large crystals have AC 18, 30 hit points, and take half damage from all non-magical, non-adamantine attacks. If a large crystal is destroyed, it shatters into worthless pieces as an explosion of energy ripples outward. Living creatures within 50 feet of the crystal must succeed on a DC 13 Constitution save or take 16 (3d10) force damage. On a successful save, an adventurer takes half damage.

Development

Having dealt with the threat, adventurers can return to examining the crystals. Each crystal growing here is a much larger version of the blue soul gems that the adventurers have seen. The large crystals have an almost organic nature, sprouting smaller crystals that branch out from the main body and eventually fall to the ground like acorns. The adventurers can harvest two blue soul gems from this area (see Treasure).

Treasure

2 Blue Soul Gems. Two blue soul gems can be pulled from the large crystals in this area.

+1 pact keeper rod. The basilisk coughs up a human hand holding this rod when killed.

100 gp. The basilisk's eyes turn into a pair of diamonds worth 50 gp each.

Room Point Bonus

If the adventurers secure a rope to make it easier to climb down the sides of the ravine, they earn this room's bonus. Alternatively, if they forgo using a rope because they are all good at climbing, they earn the bonus as long as no adventurer takes falling damage.

C2. Reference Library

This area is where the adventurers begin this quest. They enter the map outside the library at area A. Read the following.

The walls of this rectangular room are plastered with drawings and diagrams of various mathematical shapes. Long workbenches covered with shards of crystal surround a runic circle is inscribed on the floor of a large alcove. Four panels on the walls hold levers.

The diagrams represent the crystalline structure of the soul gems. Halaster used this as a research library and lab. Most of the crystal fragments are broken and worthless, but the adventurers can find one intact blue soul gem (see Treasure). Scrawled notes talk about strange concepts like “total internal reflection” and “angles of incidence.”

The panels are inscribed with pictures of polyhedra (a tetrahedron, a cube, a dodecahedron, and an icosahedron). These solids have 4, 6, 12, and 20 sides, respectively. To activate the magic circle, the adventurers must pull the levers in order from the least number of sides to the greatest number of sides. When they do, the circle flares to life, and a glowing portal opens at the center. Through the portal the adventurers can glimpse tall shelves filled with books and scrolls.

When an adventurer enters the portal, randomly determine where they appear. Roll 1d4; the adventurer arrives at the corresponding circle. Only one adventurer can step through the portal at a time.

After the first adventurer steps through the portal, read the following.

You feel a brief moment of disorientation and then find yourself standing in a vast library. Floor-to-ceiling shelves hold ancient tomes and folios filled with scrolls. There is no rhyme or reason to how the volumes are organized; a book on herbalism is shelved next to a series of papers discussing the relative probabilities of various celestial alignments.

Characters can continue passing through the portal until either someone touches anything on the shelves or the third adventurer uses the portal. When that happens, read :

A strange gnawing sound issues from the nearest bookshelf. A fat worm wriggles its way between the covers of a spellbook. It drops to the ground with a wet PLOP and glows, growing in size and sprouting thick, rubbery tentacles. From around the corner you see a bulbous, floating brain with a sharp beak. Barbed tentacles dangle to the floor. A voice in your mind says, “DO NOT DISTURB THE LIBRARY!”

The adventurers face **1 grell** and **2 gricks** (the “bookworms”). Roll initiative for all adventurers, even those on the far side of the portal. When an adventurer moves through the portal it consumes one-half of his or her movement (the same as standing up from prone). The portals cannot be reactivated until the grell is killed.

At the beginning of the second and fourth rounds of combat, randomly choose one adventurer in the library. The closest bookshelf spawns another bookworm with an AC 13 and 1 hit point. If it is still alive at the end of the round, it turns into another grick with 13 hit points (instead of the normal 27). Any adventurer with line of sight to the bookworm sees it on a DC 10 Wisdom (Perception) check. When the grell dies, its brain splits open, revealing a red soul gem (see Treasure).

Research and Development

Have all the adventurers make Intelligence (Investigation or History) checks; whoever gets the highest check result finds a book containing the following information:

- Halaster has been harvesting raw crystals from a nearby ravine.
- After harvesting crystals, Halaster takes them to another laboratory where he shapes them and prepares them to accept souls.
- In order to activate the clear gem that they are carrying and release the soul within, the adventurers will need a blank (empty) gem harvested from the crystal crevasse, which they then charge using Halaster’s machine.

The adventurers can explore Areas S1 and S3 in either order from here.

Treasure

Blue Soul Gem. Found on one of the workbenches in the outer room of the library.

Red Soul Gem. Found in the brain of the grell. At the end of the encounter, the red gem begins to glow. [Send the table captain to the D&D Open HQ to see what happens.](#)

100 gp. The adventurers find a series of platinum bookmarks worth 100 gp total.

Room Point Bonus

If the adventurers squash at least one bookworm before it turns into a grick, they earn this room’s bonus.

C3. Mirror Maze

Read the following when the adventurers enter the area, before they are on the map.

This building is like a bizarre carnival funhouse. The floor, ceiling, and walls are covered with mirrors of all shapes and sizes. Your reflection is distorted in a hundred different ways, and it's hard to see which way you're even going.

The mirrors are indestructible. To get to the center of the maze, each adventurer must make an appropriate skill check: Intelligence (Investigation), Wisdom (Insight), or other skills that you deem appropriate. Each adventurer's starting location on the map is determined by how well he or she navigates the maze:

Encounter Starting Location

Result	Starting Location
< 9	Roll 1d4. Adventurer starts in that corner.
10-14	Roll 2d4. Adventurer chooses corner.
15-19	Roll 3d4. Adventurer chooses corner.
20+	Adventurer can start in any corner (A-D).

You realize that the seeming randomness of the maze is actually a calibrated series of reflections designed to funnel light in specific patterns at the very center.

Smaller mirrors mounted on pivots [numbers 1-4 on the map] catch the light streaming in from the hallways and direct it towards a platform on a raised dais at the center of the room surrounded by four large lenses. The mirrors are currently turned in various directions, causing the light to remain unfocused. This must be the device described in Halaster's research notes used to imbue the soul gems with the energy they need to hold a soul and keep it from departing for Kelemvor's judgment.

Calibrating the Device

There is a clear soul gem on the central dais (marked E on the map). As explained by the notes they found in the library, the adventurers must then focus each of the smaller mirrors (1-4) so that its light beam bounces off one of the walls on the opposite side of the room and passes through the focusing lens.

When the adventurers turn their second mirror, if they leave the first one unattended, it suddenly swings back to its original position, ruining the alignment. There are **two imps** who fly around the room invisibly, resetting the mirrors if the adventurers don't stand next to each mirror to hold it in place. Adjusting a mirror is not considered an attack as long as the mirror is unattended, so it doesn't break the imp's invisibility, but once the adventurers realize that something is messing with them, they are likely

to station an adventurer at each mirror to hold it steady. This leaves the imps with no choice other than to attack:

A tiny fiend with bat-like wings appears in the air next to the mirror. "Stop interfering with the Master's work," it squeals. "Or you'll be sorry!"

As soon as the second imp is killed, it triggers a ritual that summons the remaining guardians. All the mirrors glow with a blinding light. The adventurers have one round to take actions or reposition themselves on the map. Each adventurer may also spend a hit die. Read:

When the light fades you see a bulbous creature floating in the center of the room. Four eyestalks emerge from the central orb. The creature gibbers madly and begins blasting beams of energy from its eyes. From the four corners of the room, gray-skinned humanoids with flat, eyeless faces begin storming into the room.

The adventurers now face **one spectator** and **eight grimlocks**. The spectator appears in position E on the map; a grimlock arrives in each of the positions marked A through D. At the end of the second round after this group of creatures arrives, roll 1d4 and add two grimlocks at the indicated position (1 = A, 4 = D). Do the same at the end of the third round, so that you have added four grimlocks in total.

Developments

Once the adventurers have defeated the imps, the grimlocks, and the spectator, they are free to finish activating the machine. When the full force of the focused light strikes the clear gem, it erupts with energy, pulling all of the adventurers into the gem! Proceed to S4 if S2 was already played.

Treasure

1 Clear Soul Gem. Found on the dais when the adventurers enter the room.

1 Blue Soul Gem. One of the imps carries a blue soul gem.

4 healing potions. Four of the grimlocks carry these potions and do not use them.

200 gp. The spectator's four eyes turn into diamonds worth 50 gp each.

Room Point Bonus

If half or more of the adventurers solve the mirror maze with a check result of at least 15, they earn this room's bonus.

C4. Inside the Soul Gem

The adventurers have unexpectedly been drawn into the clear soul gem. Now they must defend the soul within against other lost souls. The adventurers begin evenly split between positions A and B on the map. Read the following:

You stand on a crystalline surface so clear it is invisible. The walls and ceiling are sharp and faceted. You see a blurry image of the laboratory outside, but everything is much larger. You are inside the soul gem!

The crystal forms several tiers as the structure widens toward the top. Near the ceiling you see a diamond-shaped sarcophagus. The glowing form of Janteel Jardeth lies within, seemingly asleep.

The adventurers should approach the soul they are here to save. When the adventurers reach area C, read:

The space beyond the boundaries of the soul gem is not peaceful. Glowing entities flit to and fro, as if you are hovering in some sort of limbo. Unfortunately, the lure of the glowing soul of Janteel Jardeth is enthralling. Dark shapes begin pushing through the walls of the gem.

This is a multi-wave combat where the adventurers face increasingly tough foes. The goal for all of the monsters is to reach the soul sleeping at area E. Any monster adjacent to the crystalline sarcophagus can automatically deal its normal attack damage to the soul with no attack roll required. The soul has a total of 75 hit points; it only takes hit point damage (so it ignores a shadow's Strength drain). The soul can be healed by the adventurers as if it were an ally, but it does not take damage from the adventurers' spells and attacks (such as if it is caught in an area of effect). If the soul is reduced to 0 hit points, see Failure.

Wave 1 (beginning of round 1) – A group of **5 specters** pushes through the walls of the crystal. There are two specters in area A and three in area B. When the last specter is defeated, each adventurer is briefly rejuvenated, and may spend a hit die.

Wave 2 (beginning the first round after the third specter is defeated) – **5 shadows** phase through the floor of the various tiers: three shadows in area C and two shadows in area D. When the last shadow is defeated, each adventurer is rejuvenated, and may spend a hit die, which provides its maximum hit point result.

Wave 3 (beginning the first round after the third shadow is defeated) – **2 will-o-wisps** appear in area D.

Success

If the adventurers defeat the first three waves of enemies and the soul still has hit points remaining, they have successfully defended the soul gem. Read the following:

The soul opens her eyes and emerges from her prison. She wears armor and bears weapons, and you notice the ancient holy symbol of Iltyr is subtly represented on the panoply. "Tyr be praised," says the woman, but seconds later she cringes in pain and grunts, as she is sucked into a tiny portal slowly opening in the gem wall.

Failure

If the soul is reduced to 0 hit points by the monsters, the adventurers have failed. Read the following.

The violence done to the figure in the sarcophagus finally awakens her. She wears armor and bears weapons, and you notice the ancient holy symbol of Iltyr is subtly represented on the panoply. She tries to rise, but then cringes in pain and grunts, as she is sucked into a tiny portal slowly opening in the wall of the gem.

The Portal

Regardless of success or failure, once the invading spirits have been dealt with, the adventurers are ejected from the soul gem back into the laboratory. Where the clear gem was located, a glowing portal of pure white energy now stands at the nexus of all the beams of light. Three blue soul gems lie in the wreckage.

The adventurers see places in the portal to place the 7 blue and 1 clear gem they have found on this quest. When they place the gems, the portal begins to open, as whirring gears and other pieces of machinery spring from the portal.

Tell the players that they will not be able to enter the portal until the start of Round 2, but they can move on to other areas/quests to do more exploration and earn more rewards.

Treasure

3 Blue Soul Gems. These are found on the floor of the laboratory.

Clear Soul Gem. The adventurers can retrieve this gem.

300 gp. A gold necklace worth 300 gp emerges from the gem with the adventurers.

Room Point Bonus

If the adventurers successfully defeat the first three waves of invading spirits without their NPC soul losing more than 25 hit points, they earn this room's bonus.

Completing Quest Cold

If the party completed Quest Cold before any other quests, they should start the second round of this adventure with Encounter C5. If Round 1 is not over, the party can start other quests and go on to attempt other Round 1 encounters.

TIER 2: Levels 5 - 7

Quest Earth: Cursed Dragons

This quest is undertaken by those seeking the soul gem containing the High Priestess of Lathander, Ellitryn Glowtress. In this quest, Halaster has corrupted and drained the magic of a variety of dragons. This quest uses the Earth Zone Map.

E1. Dragon Attack!

When the players step into the first room (area A) through the north wall, read the following.

This rubble-filled room is empty. Moments later, with the sizzle of magic, a large red dragon appears right in front of you. The beast opens its mouth to bite, roar, or breathe--but within the space of a heartbeat the beast turns to stone. The dragon's maw displays a grimace that could be either rage or pain.

Two sets of wooden doors at the south end of this room stand open, revealing empty rooms beyond.

When the adventurers approach the statue, continue with the following.

With a grinding sound, the dragon statue turns to face the hallway leading to the east. From up that hallway, somewhere beyond your line of sight, you hear the sound of clanking, like some metallic material hitting stone.

When the first adventurer enters the hallway leading to areas E and D, a **hobgoblin warlord**, a **hobgoblin captain**, and 7 **hobgoblins** appear from out of nowhere: the warlord and 4 hobgoblins appear in area A, while the rest appear in area D. They were in the middle of a battle against the dragon on the other side of the world when they got caught up in Halaster's summoning magic. They are angry and unwilling to listen to reason, attacking immediately.

Describe the hobgoblins as dressed in different types of armor, but all the armor bears the symbol of a white-tipped flail on the breastplate.

The white-tipped flail they wear on their armor is a symbol of Bargrivyek, the goblinoid deity of cooperation and territory. An adventurer can use an action during battle to make a DC 15 Intelligence (History) check to know this, and they know that if the warlord leader can be defeated, the other hobgoblins might listen to reason. Do not prompt the adventurers to ask for the check--only allow the action and the check if they ask specifically about the flail symbol.

If the warlord is defeated, an adventurer can attempt a DC 17 Charisma (Persuasion or Intimidation) check as an action to get the rest of the hobgoblins to stand down. If the History check was made, this Charisma check is made with advantage. If they are questioned, the hobgoblins tell a story of fighting a red dragon in their homeland of Kara-Tur, and a heartbeat later they were here. They disappear soon after the battle ends.

Treasure

Blue Soul Gem. The adventurers find that a blue soul gem is perched in the mouth of the dragon statue. The adventurers can take this gem as treasure.

Alchemist's Fire. Scattered among the pieces of rubble are 3

vials of alchemist's fire.

400 gp. These coins also were teleported into areas E and D by the magic of Undermountain.

Continuing

The passages out of this area lead either to room E2 or E3. Do not let the adventurers go to room E4 until they have completed all the other encounters on this quest.

Room Point Bonus

If the adventurers make the History check during combat to know what the symbol means and how they can use it to get the soldiers to stand down, they earn the room point bonus.

E2. Draconic Graveyard

When the adventurers enter the room, read the following.

The stench of death is strong in this chamber. The floor is covered with a thick layer of slick dirt, and bones of all varieties jut from the dirt. Atop the soil and bones are corpses of countless creatures: from small beasts like rats and cats to large carrion crawlers, all manner of creatures are represented.

Areas A, B, and C hold the bodies of a total of 6 dead wyrmling dragons. When an adventurer first enters areas A, B, or C, all six dragons rise and attack.

Suddenly, the bodies of smallish dragons, scales falling off and flesh sloughing away, crawl from the reeking soil and move toward you.

The bodies of the dragons are actually 6 **ghasts**. (Use the ghast stat block as written, so there is no fly speed, breath weapon, or other dragon abilities.)

Paralysis Glyphs

Each time an adventurer fails a saving throw versus paralysis, a glowing glyph appears on the wall closest to that adventurer. As an action, an adventurer can make a DC 15 Religion check to realize that these glyphs are storing life energy. Touching a glyph heals an adventurer - but there is a slim chance it would backfire and do damage. Glyphs disappear after 1 minute.

If a living creature touches a glyph, roll a d6:

- On a 1-5, the creature heals 2d8 points of damage.
- On a 6, the creature takes 2d10 necrotic damage.

Developments

A large wooden chest is buried among the rotting flesh and thick soil of area B - no check is needed to find it. The chest is both trapped and locked.

The trap can be detected with a DC 15 Intelligence (Investigation) check and removed with a DC 15 Dexterity check using Thieves' Tools. If the chest is moved or smashed, or if someone attempts to pick the lock before removing the trap, it is triggered. The magic of the trap causes the bones to fly around the entire room, doing 6d6 slashing damage to creatures within the room. A DC 15 Dexterity saving throw halves that damage.

The lock can be picked with a DC 10 Dexterity check using Thieves' Tools. Inside the chest, which is connected to the floor and therefore immovable, are a magical mace, gold rings, and 2 blue gems.

Treasure

Mace. This is a +1 mace that glows with the light of a torch when wielded. In addition to the bludgeoning damage, the mace does 1 point of fire damage on a successful hit. The glow

and fire damage can be deactivated as an action.

2 Blue Soul Gems. The chest contains 2 blue soul gems.

800 gp. The chest also contains 8 gold rings worth 100 gp each.

Room Point Bonus

If the adventurers get into the chest without breaking the lock or smashing it, and if they do not set off the trap, they earn the room point bonus.

E3. Two By Two

When the adventurers enter the room, read the following.

This room is multi-tiered, with 10-foot difference between the three levels. Four boulders rest on these tiers: 1 in the lowest (Area B), two in the middle (Area C), and one at the top (Area D). They are covered with runes etched into the stone. A red gem rests between the two boulders on the middle tier.

The small boulders are corrupted gold dragon eggs, and inside the four are 4 **gold dragon wyrmlings**, cursed by the magic of Halaster's new level. When any of the boulders or the red gem are disturbed, all the boulders shatter and the cursed wyrmlings emerge to attack.

The boulders open, and out crawl 4 gold-scaled dragons. They hiss and wriggle, then their nostrils flare as they smell you. And they appear hungry. The scales of the dragons contain etchings that match the runes on the boulders from which they emerged.

dragon statuette worth 200 gp each.

Room Point Bonus

If the adventurers succeed in reducing the breath weapon recharge of the wyrmlings, they earn the room point bonus.

Reading the Runes

Anyone trained in Arcana can see the runes etched into the cursed dragon eggs are a magical suppression incantation. In order to be triggered properly, all four must be read at the same time by someone adjacent to each boulder. That means 4 adventurers must make DC 10 Intelligence (Arcana) checks at the same time. The runes can still be read even after the eggs open and release the wyrmlings:

- If all 4 adventurers succeed on the check, the wyrmlings cannot use their breath weapons.
- If 3 adventurers succeed, the breath weapons can only be used once and cannot recharge, and they do half damage.
- If 2 adventurers succeed, the breath weapons recharge only on a 6.
- If 1 adventurer succeeds, the breath weapons recharge normally.
- If no adventurers succeed or do not attempt the check, or if the incantation is not made at all, the breath weapons recharge on a 4-6.

Developments

When the adventurers defeat a wyrm, it explodes into a thousand shards of granite. Within the remains of the first wyrm to die is a blue soul gem and a red gem.

Treasure

1 Blue Soul Gem. Finding this gem is described above.

1 Red Soul Gem. At the end of the encounter, the red gem found by the begins to glow. Send the table captain to the D&D Open HQ to see what happens.

800 gp. Each of the gold dragon's remains holds a gold

E4. Draconic Agony

The adventurers can only get to this chamber after completing the other three encounters of this quest. The adventurers enter this cavern at area A. Read the following.

This cavern contains a small lake, shallow enough to walk in. A small island of rock rests in the center.

When the adventurers walk over to the island, continue.

On the ground on either side of the island are two chalk drawings of dragons, very elaborate in their details. The two eyes of each of the dragons are gems set into the floor. As you examine the chalk drawings, the one on the right (area C) begins to move on the floor, the chalk dragon seeming to writhe in agony. Its scaly chalk body tears, and a new head appears next to the first, then another, then another, and then one more for good measure.

The chalk painting of the dragon grows four extra heads as it writhes in pain. As the adventurers watch, a **hydra** rises from the chalk drawing on the floor and into the real world. It hisses and yowls at the adventurers as it attacks.

The Second Dragon

As the first creature attacks, the second chalk drawing of another dragon goes through the same process as the first. Read the following.

As the many headed dragon attacks, the second drawing begins to writhe, just as the first had done. The water around the rock island begins to roil, splashing up onto the island and marring the chalk drawing a bit as it squirms and flails.

adventurers who can get adjacent to the drawing on the round (area D) when the transformation takes place can spend an action to erase one of the growing chalk heads. Only 4 of the heads can be erased in this way, assuming 4 adventurers use their actions to do so.

Then at the start of the next round, the new **hydra** rises out of the floor. It also has five heads unless adventurers used their actions to erase them.

When the hydras are defeated, they dissolve into a puff of chalk. In their place rest 4 *potions of greater healing*, and the 4 blue gems clatter to the floor. One of the blue gems turns clear

and contains a fully formed soul in it.

Treasure

4 Potions of Greater Healing. These appear after the hydras are defeated.

3 Blue Soul Gems. These appear after the hydras are defeated.

1 Clear Soul Gem. This appear after the hydras are defeated, and it contains the soul of High Priestess of Lathander, Ellitryn Glowtress.

1200 gp. An exquisite diamond pendant in the shape of a hydra is left behind as well, worth 1200 gp.

Opening the Portal

After the hydras have been defeated, a vertical stone slab rises out of the water at area E. In the slab are 8 small holes forming a diamond pattern. The 7 blue gems found in the 4 chambers can be placed in the diamond-forming holes, along with the clear gem they just found. When all the gems are set, gears emerge from various points in the stone and begin to whir and grind. Read the following.

As the final gem is placed into the slab, gears and other machinery emerge from the stone, whirring and clanking to life. The soul locked in the clear gem you just found begins to emerge, and you hear the words "Lathander be praised. I thought I would be trapped there forever." An elven form smiles at you, but seconds later it cringes in pain and shrieks, as it is sucked into a tiny portal slowly opening in the slab.

Tell the players that they will not be able to enter the portal being created by this door until the start of Round 2, but they can move on to other areas/quests to do more exploration and earn more rewards.

Room Point Bonus

If the adventurers erase even one head from the second hydra before it appears, they earn the room point bonus.

Completing Quest Earth

If the party completed Quest Earth before any other quests, they should with Encounter E5 when Round 2 begins. If Round 1 is not over, the party can start other quests and go on to attempt other Round 1 encounters.

TIER 2: Levels 5 - 7

Quest Storm: The Displaced Fortress

This quest is undertaken by those seeking the soul gem containing the partial soul of Master Trinave, the most famous bard in Waterdeep. This area was a fortress brought wholesale into Undermountain by Halaster's magic. The mage drained the magic and life from the battle happening there. This quest uses the Storm Zone map.

S1. Unpleasant Statuary

The players enter the first room at the south end of the map, near area A. When they enter, read the following.

Stepping through the portal, you find yourself inside an enormous cavern. Broken stone walls and barricades, all 15 feet tall, stand between you and a huge stronghold in the distance. The fortress and stonework are crooked and broken, as if the whole mass was simply picked up and dropped into this cavern. High above you, near the top of the high cavern, some small stone islands float, defying gravity.

The walls and barricades are ruined in several places. Amid the broken walls are 3 large statues and 4 smaller statues. The first large statue (sitting where D is located on the map) represents a terrible creature with a huge maw, three stumpy legs, and two grotesque tentacles. The sculptor saw fit to carefully depict a human arm protruding from the creature's maw. In the clenched fist of the granite arm is a red gem.

The other two large statues (resting in areas B and C) represent oversized creatures as well, although these are bipedal monstrosities that were not fully carved. They have two arms with claws and a beaked mouth, but no other details about them are apparent.

The 4 smaller statues depict humans cringing and cowering in fear before the first statue. One of these smaller statues is missing an arm.

When the adventurers leave area A to go deeper into the map, the statues turn to flesh. The first creature uses the stats of an **otyugh**, and the other two are represented by 2 **owlbears**. The otyugh disgorges the remainder of the human arm it was eating, while the owlbear-like creature growl-hoot and move to attack. The smaller humanoid statues become dead bodies.

Developments

Adventurers can climb the walls with a DC 10 Strength (Athletics) check. When attacking from the top of the walls and barricades in this area, adventurers cannot be reached by the otyugh (which cannot climb), and the owlbears must make a DC 20 Strength check to climb because their weight tends to cause the walls to crumble.

Treasure

Red Soul Gem. At the end of the encounter, the red gem found by the adventurers begins to glow. Send the table captain to the D&D Open HQ to see what happens. [Be sure to note who is carrying the red gem, as it determines who is attacked in Encounter S3.]

400 gp. Each of the 4 smaller statues wore a pendant set with

opals. Each pendant is worth 100 gp.

Dagger. One of the humans who died and became a statue wielded a +1 *dagger* that glows with the white light of a torch when wielded. In addition to the piercing damage, the dagger does 1 point of cold damage on a successful hit. The glow and cold damage can be deactivated as an action.

Leaving

The adventurers can proceed into the stronghold and the next encounter, which takes place inside the fortress's courtyard. Attempts to use flying or teleportation magic to get to the floating islands fail.

Room Point Bonus

If any of the adventurers climb the walls and make a successful attack from the safety afforded there, they earn the room point bonus.

S2. Portal Malfunction

When the players out of the previous room, read the following.

A huge hole in the wall provides access to the courtyard of the fortress. A crumbling tower and wall show that this fortress was likely breached at some point. A humming sound echoes from the breached tower (area C), and flickering lights dance from within.

After the adventurers move toward the tower, continue with the following.

Within the ruined tower is a strange scene: a group of a dozen human soldiers sits around a campfire. The soldiers are dirty, bloodied, and wear dour looks. After a moment, their bodies waver and fade. They don't seem to notice you.

Except one does. He is a young lad of no more than 14 years. He stares in astonishment at you, stands, and approaches. "Are you real?" he asks. "Are you angels sent to save us from the demons?" Then he too disappears.

Before they can answer, a sheet of energy appears near the adventurers. Have each adventurer roll a d20. The lowest roll is targeted by the energy sheet. Read the following.

A vertical sheet of shimmering energy zips around the room. The sheet of energy collides one of your group, and your friend is gone, replaced by 3 white-scaled creatures in plate armor and wielding swords. They look confused for just a moment, then speak in Draconic [assuming someone understands that language]: "Kill them and take their treasure. This place is too dangerous to stay, but Tiamat will honor us as we drink their blood."

Three **half-dragon veterans** came to Undermountain to seek treasure and glory, and instead they got swept up in a malfunctioning portal. They have white dragon ancestry, so simply replace any mention of fire in the Monster Manual's **half-red dragon veteran** stat block with cold.

Disappearance

The adventurer who was caught in the portal is still in the room but is incorporeal and cannot affect anything in the room. This player, however, sees strange sigils floating in the air. The sigils can be arranged to form a phrase that can return the adventurer to the material world.

Hand the adventurer who went incorporeal Handout B2. Instruct that player not to share the handout with anyone else. On that adventurer's turn in initiative, ask for his or her action. If the correct phrase is spoken, the adventurer reappears and can act normally in the next round. If not, the adventurer loses that turn. After each failed turn, the player can hand the paper

to one other player at the table. The correct phrase is RETURN MY BODY TO HELP DEFEAT MY FOES.

After the adventurer returns to material form, that adventurer has advantage on attack rolls for the rest of this encounter. The adventurer returns to material form at the end of the combat regardless of solving the puzzle.

Continuing

Area B contains stairs that lead down into the next encounter.

Treasure

2 Blue Soul Gems. The veterans carry 2 blue soul gems that they found on their previous explorations.

800 gp. The veterans carry a total of 800 gp in gems, jewelry, and coins.

Potion of Cloud Giant Strength. One of the veterans held this potion but failed to use it.

Room Point Bonus

If the dematerialized adventurer returns to the material world before the end of the combat, the party earns the room point bonus.

S3. Soul Revenge

When the players step into the room, read the following.

This area looks like a modest throne room, with a portal filled with blue energy where a throne might sit, atop a raised dais. Two rows of ebony pillars flank a pathway comprised of ebony chips, leading to a set of steps at the bottom of the dais.

When an adventurer either steps off the ebony pathway (area A) or stands next to the dais (area B), read the following.

Three human forms materialize in the room (in areas C, D, and E). Their disheveled appearance is highlighted by grotesque wounds to the chest and neck that must have been fatal. The one that appeared on top of the dais points to [name adventurer in possession of the red gem from Encounter S1] and says, "That is the one who killed us. Let justice be ours."

Three **revenants** of the people killed in this room after Halaster's magic brought it to Undermountain appear and seek revenge for their deaths. They believe that the person who holds the red gem from Encounter S1 is their killer, and they target that person to the exclusion of others.

If the person holding the gem throws it away, the revenants still target that person. They only relent when another living creature takes possession of the gem, and then they move their focus to that creature.

Throwing the gem more than 5 feet requires an action by the thrower, and catching it requires a reaction and a DC 10 Dexterity (Sleight of Hand) check. Otherwise the gem falls to the ground at the catcher's feet.

Developments

Until the revenants are defeated, the portal at the top of the dais does not work. After that, the portal buzzes to life, allowing passage to the next encounter.

Treasure

2 Blue Soul Gems. After the revenants are defeated, two blue gems come clattering out of the portal and down the steps of the dais.

800 gp. The main revenant wears a silver crown with sapphires worth 800 gp total.

Room Point Bonus

If the adventurers can figure out why the revenants are targeting the adventurer carrying the red gem from Encounter S1, and they pass it around to avoid attacks, they earn the room point bonus.

S4. Stone Drums

When the players step through the portal from the previous encounter, have each adventurer roll a d10 and consult the chart to find the starting location of the each adventurer.

Encounter Starting Location

Result	Starting Location
1-2	Area A
3-4	Area B
5-6	Area C
7-8	Area D
9-0	Area E

The medusa starts in area C, and the stone golem starts in area D.

When the adventurers and monsters have been placed, read the following.

You stand atop floating islands, high above the cavern floor, looking down upon the ruined stronghold. On the central floating island stands a hooded figure, wrapped in a cloak. She hides her face but wields a shortsword and shortbow.

On another island stands a large stone figure, its arms swinging rhythmically to a drumming that booms from thin air and echoes all around you. The drumming sound seems to come from some of the floating islands themselves, as three of them (C, D, and E) bear magical runes written as musical notes.

A **medusa** and her **stone golem** servant look down upon the fortress. They were involved in the attack on the fortress when Halaster's magic dragged it into Undermountain. The medusa waits and watches, trying to figure out how to use these new developments to her advantage.

When the stone golem moves, attacks, or acts, the musical note runes on it glow, as do the notes carved into the floating stone islands. A DC 5 Intelligence (Arcana) check (no action required) reveals that the runes on the islands are connected to the runes on the golem.

Developments,

The drumming that controls the golem comes from magical runes carved into the dotted areas on the islands (areas C, D, and E). If an adventurer standing within any of the rune squares uses an action to make a Charisma (Perform) check, they can create new rhythms on the rune-covered areas to affect the golem in the following ways:

Golem Control

Perform Result	Effect on Golem (until end of performing Adventurer's next turn)
----------------	--

less than 6	No effect
6-10	Golem can be affected by normal weapons
11-15	As above, plus loses magic resistance
16-20	As above, plus loses multiattack
21+	As above, and effects become permanent

Treasure

3 Blue Soul Gems. The stone golem shatters when defeated, and among its remains are 3 blue soul gems.

1 Clear Soul Gem. The medusa carries a clear gem, which holds the soul of Master Trinave.

1200 gp. The medusa carried a platinum mirror with diamonds inlaid worth 1200 gp. Barely used!

4 Potions of Greater Healing. These are found on the medusa.

Opening the Portal

After the monsters have been defeated, a vertical stone slab rises out of stone island at area C. In the slab are 8 small holes forming a diamond pattern. The 7 blue gems found in the 4 chambers can be placed in the diamond-forming holes, along with the clear gem they just found. When all the gems are set, gears emerge from various points in the stone and begin to whirl and grind. Read the following.

As the final gem is placed into the slab, gears and other machinery emerge from the stone, whirring and clanking to life. The soul locked in the clear gem you just found begins to emerge. It is a human holding a lute and dressed in performer's garb. "There is foul magic all around, and you need to know that--" His words end as he shrieks, and his form is sucked into a tiny portal opening in the slab.

Tell the players that they will not be able to enter the portal being created by this door until the start of Round 2, but they can move on to other areas/quests to do more exploration and earn more rewards.

Room Point Bonus

If the adventurers use a Performance check to halt the drumming and depower the golem before killing it, they earn the room point bonus.

Completing Quest Storm

If the party completed Quest Storm before any other quests, they should start with Encounter S5 when Round 2 begins. If Round 1 is not over, the party can go on to attempt other Round 1 encounters.

TIER 2: Levels 5 - 7

Quest Cold: The Path of the Fallen God

This quest is undertaken by those seeking the soul gem containing the leader of the City Watch, General Janteel Jardeth. This section contains areas that Halaster uses to trap the energy of fallen (and sometimes returned) gods and goddesses for his own use. The quest uses the Cold Zone map.

C1. Tyr's Past

When the players step through the portal, they appear at area E. Read the following.

You appear at the bottom of a ravine, standing ankle deep in clear, clean water. The water moves sluggishly from west to east. Within the water stand 5-foot-tall crystal pillars, each carved in the shape of an eyeball with a long tail.

An adventurer making a DC 15 Intelligence (Religion) check learns that these carvings represent an ancient form of the god Tyr, called Iltyr. Tyr died but recently returned to his heavenly home as the god of justice.

Before the adventurers can leave the area, continue with the following.

Several of the pillars tip over as you move about, getting covered by the water of the ravine. The crystal seems to dissolve, and in their place stand angry-looking fish people. The creatures bear weapons, which they point at you.

A **sahuagin baron**, 2 **sahuagin priestesses**, and 5 **sahuagin** are created from the release of energy in the crystal columns. They attack immediately and cannot be reasoned with.

The walls of the ravine can be climbed with a DC 10 Strength (Athletics) check.

Developments

When the sahuagin baron is reduced to half its hit points, a symbol appears on its chest: the hammer and scales symbol of Tyr. At this point, the baron's hit points can be taken from any of the other sahuagin rather than him.

In order to remove this connection between the baron and his followers, one of the adventurers must first make a DC 10 Wisdom (Religion) check as an action to learn that Tyr has branded these creatures as those who must be killed.

After that, a DC 15 Intelligence (Arcana) check can be made as an action to sever the link between the sahuagin baron and his followers. If the Arcana check is above DC 20, the ability is warped so that damage to the baron is done both to him AND to one of his followers (chosen by the person doing damage).

Treasure, etc.

Blue Soul Gem. The sahuagin baron possess 1 blue soul gem.

400 gp. The sahuagin carry gems and coins worth 400 gp.

Potion of Flying. This is found on the sahuagin baron.

Continuing

Regardless of whether the adventurers move east or west along the ravine, they finally find normal tunnels that merge and end in area A of the next encounter.

Room Point Bonus

If the adventurers make the Religion check during combat to stop and use the magic of the Tyr symbol, they are the room point bonus.

C2. Murdane's Fate

Regardless of how the adventurers exited the area of the previous encounter, they find all passages leading to area A of this map. When they enter, read the following.

This room looks like a plain temple. Four small altars are carved into the shape of open books. In the center of the northern wall, enclosed within screens of thick paper, is a statue of a female holding an open book in her hands. The book is real and not a part of the stone statue.

A DC 10 Intelligence (Religion) check reveals this is a place dedicated to the dead goddess Murdane, the deity of pragmatism and reason. She died from drowning at the hands of Umberlee.

The book in the hands of the statue gives a recounting of the story of Murdane, so the adventurers who failed the previous check can learn that information, as it is about to become important. The information is important for the happenings later in the encounter.

Development

After the first adventurer touches or reads the book, he or she is teleported into area E. Once per round, the other adventurers can read or touch the book and follow. Until they do, those adventurers in area E must survive on their own.

When the first adventurer enters area E, he or she is in circle 1. The next adventurer arrives at circle 2, etc. Start back at 1 after an adventurer arrives at circle 4. When the first adventurer arrives in area E, read the following.

The room you are in contains 2 statues on the east and west, similar to the one in the temple you just left. Nine pools of water, each five-feet-wide and fifteen-feet-long, dominate this room.

As you finish taking in the scene, two creatures made of water rise from the pools. They immediately move and engulf each of the statues, as if they are trying to drown them.

Two **water elementals** are reenacting Murdane's death. When they do this, any adventurer in area E takes 8 points of force damage per elemental as they feel their lungs being crushed. At the start of the elementals' next turns, they dissolve and reappear in a random pool, and then move to drown a statue again, repeating the process.

Developments

After the first round that the statues are "drowned," mouths appear on the statues and speak each turn.

Mouths appear on the statues. "We are cursed to be drowned for all eternity. If you can take our place, the curse

will be broken, and you will be rewarded."

At this point, if an adventurer makes a DC 10 Deception check, the water elementals target the adventurer instead of the statue. This causes the following results:

- adventurers have advantage to attack the elementals.
- The elementals have disadvantage on saving throws and attacks.
- Elemental attacks do half damage against the deceptive adventurers.
- The elementals lose resistances.

When the elementals are destroyed, a blue gem appears in the hand of each statue, a red gem appears, in the other statue's hand, and a crackling blue shortsword appears in the center of the room.

Treasure

Shortsword. This is a +1 *shortsword* that glows with the blue light, illuminating an area like a torch when wielded. In addition to the piercing damage, the sword does 1 point of lightning damage on a successful hit. The glow and lightning damage can be deactivated as an action.

1 Blue Soul Gems. The adventurers find 2 blue soul gems.

1 Red Soul Gem. At the end of the encounter, the red gem found by the begins to glow. Send the table captain to the D&D Open HQ to see what happens.

800 gp. Gold and silver earrings are also presented by the statues, worth a total of 800 gp.

Continuing

After the encounter ends, the 4 circles begin to glow. When the adventurers step into them, they are teleported to the corresponding numbered areas of room C3.

Room Point Bonus

If the adventurers succeed in deceiving the elementals into attack them instead of the statues, they earn the room point bonus.

C3. Tyr's Cold Grasp

The adventurers appear in whichever circle that corresponds to where they were standing in the previous area when the teleportation occurred. Read the following.

Freestanding walls of pure fire burn in this room without giving off heat. In the center of the room are four blue stone anvils, which emanate waves of cold. Writing around the anvils read in Common: "The cold bite of justice assuages all burns."

Three flaming creatures then step from the flaming walls and threaten you.

When an adventurers enters a square next to an anvil, read the following.

Each anvil bears the holy symbol of Tyr and an inscription in Common: "The righteous gain the power of justice by trusting the power of justice." There is an impression in the top in the shape of a hand.

Three **salamanders** attack the adventurers and try to keep them away from the anvils.

The Trust of Justice

Adventurers can place a hand on an anvil as an action.

Characters gain the following benefit: any weapon attack that adventurer makes or cantrip that adventurer casts (if it inflicts damage) does cold damage for the next 1d4 rounds instead of its normal damage type.

Characters who are any evil alignment (except lawful evil) or chaotic neutral gain the benefit but also suffer the following: their hand is engulfed in cold flame. They take 1d6 cold damage per round. They can attempt a Charisma save (DC 10) at the end of their turn to extinguish the cold flame. The flame also ends when the last salamander dies.

When the first two salamanders die, a blue gem appears in their places. When the third salamander dies, 8 fire sapphires appear in its place.

Treasure

2 Blue Soul Gems. The adventurers find that only 1 gem in the room was real. They can take this gem as treasure.

800 gp. The last salamander's death brings forth 8 fire sapphires worth 100 gp each.

Continuing

Following any of the corridors out of this room leads at area A of the next encounter

Room Point Bonus

If at least one adventurer placed their hand upon the anvil, they earn the room point bonus.

C4. Leira's Trickery

The adventurers can only get to this chamber after playing the other three encounters of this quest. They start by climbing stairs to area D. (For this encounter, ignore areas A, B, and C.)

The passage you were traveling turns into stairs made of gray, swirling marble. You climb the stairs until you realize you are standing not on marble, but on mist. At the top of the mist stairs, you see a large, six-sided room made of grey gem-like material. At the northern end of the room, the gem material is black instead of grey (area E).

Surrounding the black area (area E) are four glyphs carved into the floor. They are all triangles with swirls inside, but the swirls seem to represent different things.

When the adventurers move into the room, read the following.

Within the center of the black area, a monstrous figure with a large spider body and a drow torso appears. Simultaneously, six large spiders appear in each corner of the room.

A **dridr** and 6 **phase spiders** are drawn to the room by Halaster's magic. The ceiling of the room is 15 feet high.

Room Controls

Four glyphs on the floor (holy symbols of the dead goddess Leira), glow as the creatures attack. A successful DC 10 Intelligence (Arcana) check, reveals what each of the glyphs mean: sticky, slippery, solid, and sunny.

- If an adventurer stands on the **sticky** glyph, everything in the room has its movement reduced to 5 feet.
- If an adventurer stands on the **slippery** glyph, the drider and phase spiders lose their *spider climb* ability, but the floor becomes difficult terrain.
- If an adventurer stands on the **solid** glyph, the phase spiders cannot use their *ethereal jaunt* ability.
- If an adventurer stands on the **sunny** glyph, the room grows as bright with sunlight, triggering the drider's *sunlight sensitivity*.
- Only the last glyph stepped on works, and it only works for a long as the adventurer remains on it. So if adventurers stand on all 4 glyphs, only the last glyph triggered has any benefits, but the adventurers still take the damage as below.

- If an adventurer ends its turn on a glyph, it must make a DC 15 Constitution saving throw or take 7 (2d6) psychic or lightning damage.

Treasure

3 Blue Soul Gem. The adventurers find that only 1 gem in the room was real. They can take this gem as treasure.

1200 gp. Each of the 6 phase spiders wore a platinum band worth 200 gp each.

4 Potions of Greater Healing. These are found on the drider.

Opening the Portal

After the spiders and drider have been defeated, a vertical black all of gem material rises out of area E. In the slab are 8 small holes forming a diamond pattern. The 7 blue gems found in the 4 chambers can be placed in the diamond-forming holes, along with the clear gem they just found. When all the gems are set, gears emerge from various points in the stone and begin to whirl and grind. Read:

As the final gem is placed into the slab, gears and other machinery emerge from the black gem wall, whirring and clanking to life. The soul locked in the clear gem you just found begins to emerge. The figure wears armor and bears weapons, and you notice the ancient holy symbol of Iltyr is subtly represented on the panoply. "Tyr be praised," says the woman, but seconds later she cringes in pain and grunts, as she is sucked into a tiny portal slowly opening in the wall.

Tell the players that they will not be able to enter the portal being created by this door until the start of Round 2, but they can move on to other areas/quests to do more exploration and earn more rewards.

Room Point Bonus

If the adventurers use the glyphs against the drider and phase spiders, they earn the bonus room points.

Completing Quest Cold

If the party completed Quest Cold before any other quests, they should with Encounter C5 when Round 2 begins. If Round 1 is not over, the party can start other quests and go on to attempt other Round 1 encounters.

TIER 2: Levels 5 - 7

Quest Fire: The Lies

This quest is undertaken by those seeking the soul gem containing Rhone Stouthopp, the Guildmistress of the Vintners, Distillers, and Brewers Guild. This quest uses the Fire Zone map.

Encounter F3.

F1. The Crystal Mine

The players appear in Area A in this chamber when they step through the portal. Read the following.

You appear to be in a crystal mine. A small building rests in front of you, and beyond that five mine cars sit on a track that leads deeper into the mine in two directions: north and east.

The remnant rubble of a mining operation litters the edges of the chamber. It looks as though crystals have been pulled from the walls in this area.

The harsh voices of orcs echo throughout the chamber, and they stand behind the carts and talk. [If any adventurers speak Orcish, the orcs are talking about how they were transported here through magic, and they are trying to figure out their next move.]

An **orc war chief**, **2 orc eyes of Gruumsh**, and **8 orcs** are camping, taking a break from their search for an exit. They arrived a few hours ago, victims of a portal from elsewhere in Faerûn.

Four of the orcs, along with the war chief, stand in Area F, on the far side of the mining carts, which provide cover. The other four orcs and the two eyes of Gruumsh rest inside the building (room 1 of area B), although one keeps watch through a peephole in the front door. The orcs within the building are aware of the adventurers as soon as they arrive, but the orcs by the carts are not. The orcs wait for the adventurers to move past the building or attack before engaging.

Explosives

Each of the 5 mining carts contain explosive residue that can be ignited. An adventurer who sees a cart can make a DC 10 Intelligence (Nature) check to realize that any sort of fire applied to a cart causes that cart to explode for 2d10 bludgeoning damage to any creature within 10 feet of it. The cart explodes exactly 1 round after the fire hits the cart.

The wheels of the carts have rusted, making them unable to roll.

Treasure

Blue Soul Gem. The adventurers find 1 blue soul gem inside one of the carts.

400 gp. The orcs carry 400 gp worth of coins and small gems.

Room Point Bonus

If the adventurers use at least one explosive cart to damage the orcs, they earn the room point bonus.

Continuing

The rails travel up passages to the east and the north. The east passage leads to Encounter F2, while the north passage leads to

F2. The Cryptic Shrine

When the players arrive at area F, read the following.

You stand on a ledge (area F) overlooking an empty river bed. Lava once ran through here, but now it is empty, leaving a flat area 20 feet below your current position. Four raised areas jut up from the river bed (marked 1-4). Atop one of the plateaus (#1) rests a large iron-bound chest.

A tunnel runs into the wall from the river bed on the west-hand side (leading to area B).

The walls of the plateaus can be climbed with a DC 10 Athletics check.

When the adventurers move next to the chest, read the following.

When you step next to the chest, it vanishes and appears instantly on one of the other plateaus. [Roll a d4 to determine where it appears, ignoring 1s.] At the same time, the ground shakes.

Three **bulettes** reside in this chamber. The bulettes can get to the top of a plateau easily by simply burrowing. As soon as any of the adventurers leave area F, they attack,

Developments

The chest stops moving after its initial switch in location. The chest can be opened as an action - it is not locked or trapped. Within the chest are four vials that are labeled in Common: LAND-SHARK REPELLENT. There is also a silver key (which "opens" the shrine below), as well as platinum bars.

As an action, an adventurer can throw a vial of bulette repellent up to 30 feet. Roll a d20. On any result but a 1, the bulette is hit, leaving the bulette stunned until the start of that adventurer's next turn. Here's the catch: one of the vials is actually a *potion of greater healing*. If that hits a bulette, it heals it for 4d4 + 4 points. The difference between the potions can be seen with a DC 15 Intelligence (Arcana) check as an action.

The Shrine

At the end of the tunnel leading to area B rests a shrine made of silver. In Common, a phrase is etched into the shrine: EVEN THE TRUTH WHEN SPOKEN IS A LIE. There is a keyhole set into the shrine, and it looks like the silver key found in the chest would fit it.

The chest is trapped. If the key is inserted and turned, it sets off the trap: all creatures in the room must make a DC 15 Constitution saving throw or take 6d6 necrotic damage as the trap suffuses the room necrotic energies. A successful saving throw halves the damage.

To empower the shrine, an adventurer must place his or her hand on the shrine and speak a lie. When this is done, a battleaxe appears on the shrine.

Treasure

Battleaxe. This is a +1 *battleaxe* that glows with the light of a torch when wielded. In addition to the bludgeoning damage, the mace does 1 point of fire damage on a successful hit. The glow and fire damage can be deactivated as an action.

2 Blue Soul Gems. The shrine contains 2 blue soul gems.

800 gp. The platinum bars in the chest are worth 800 gp total.

Continuing

If the adventurers already activated the lying gods slab in F3, they are instantly teleported to Encounter F4 once they activate this shrine. If not, they can travel through the passages until they reach F3.

Room Point Bonus

If the adventurers successfully use bulette repellent without using the healing potion on an enemy, they earn the room point bonus.

F3. The Lying Gods

When the players step into this chamber at area A, read the following.

This chamber contains high plateaus, like the one you currently stand on. The edges of the plateaus fall away to the floor cavern floor hundreds of feet below. Stone bridges connect the plateaus. The edges of the bridges are decorated with statues of various races standing with their hands over their mouths.

Most of the plateaus are empty, but one bears a raised three-foot-high stone slab flanked by two large statues.

When the adventurers investigate the slab, they see depictions of powerful god-like beings standing and speaking before crowds of mortals prostrating themselves. Written in Common along the bottom is a phrase: EVEN A LIE WHEN SPOKEN IS THE TRUTH.

Developments

The first person to read the inscription triggers the monsters. The two large statues transform into large, tri-horned creatures (2 **triceratops**), while three displacer beasts appear, one each in areas A, C, and D. Additionally, the adventurer who did the reading is teleported to area A.

The Statues

Additionally, when combat starts, each of the statues along the bridges animate. They say in unison, "Convince us to help and we will assist your endeavors. But fail, and we will make you suffer."

Adventurers can use an action to attempt a Charisma (Persuasion or Deception) check. Use the chart below to determine results.

Check Result	Consequence
8 or less	A statue hurls itself at the adventurer, doing 1d10 bludgeoning damage.
9 - 14	A statue hurls itself at an enemy, doing 1d12 bludgeoning damage.
15-20	A statue hurls itself at an enemy, doing 2d12 bludgeoning damage
20+	A statue hurls itself at an enemy, doing 3d12 bludgeoning damage

Back to the Slab

Once the adventurers deal with the monsters, they can try to activate the shrine. An adventurer who places his or her hand upon the slab and speaks the truth (as he or she sees it), the slab is activated. The treasure below appears on the slab.

Treasure

2 Blue Soul Gems. The soul gems appear when an adventurer speaks the truth and touches the slab.

800 gp. The central horn of each triceratops is worth 400 gp each to a collector of rare materials.

Continuing

If the adventurers already activated the cryptic shrine in F2, they are instantly teleported to Encounter F4 once they activate the lying god statue. If not, they can travel through the passages until they reach F2.

Room Point Bonus

If the adventurers manage to damage the enemies using the assistance of the statues, they earn the room point bonus.

F4. The Ritual Chamber

The adventurers can only get to this chamber after they've played the other three encounters of this quest. Additionally, to access this area, the adventurers must activate the shrines in encounters F2 and F3. As soon as they activate both the shrines, they appear within this chamber.

The players arrive in this chamber at area A, standing within the circle. Read the following.

A large summoning circle is etched into the chamber floor, and a mix of blood stains and ichor splotches mar the circle. A wide hall leads from the room, ending in a stone archway filled with stone.

A DC 10 Arcana (Intelligence) check reveals this circle was set up for a summoning ritual long ago. The blood stains and green splotches are decades old. Recently, however, the oni have altered it to be a protection circle keyed to themselves. This change into a protection circle can be noted with a DC 10 Arcana (Intelligence) check.

The secret door in the north wall can be found with a DC 20 Intelligence (Investigation) check. It leads to another room (area E) that has old ritual material stored into it.

When the adventurers move into area B, read the following.

Three humans, heavily tattooed with strange sigils and bearing ceremonial scars, emerge from a side passage (from area D) to block your path. They heft greataxes in your direction but to not rush you.

These 3 **berserkers** are servants of the 2 **oni** who are searching area E when the adventurers arrive. When the berserkers step out, the oni use *gaseous form* to move from area E into area A through cracks in the walls, coming up behind the adventurers to attack.

The Circle

While the oni stand within the circle, any attack that would drop them to 0 hit points leaves them at 1 hit point instead.

To remove the magic of the circle, the adventurers can perform the following actions:

- A DC 15 Arcana (Intelligence) check as an action counts as 1 point.
- A DC 20 Arcana (Intelligence) check as an action counts as 2 points.
- The magic of a cantrip cast into the circle as an action counts as 1 point.
- Spells cast into the circle as an action count as 1 point per level plus 1.

When 5 points of magic are channeled into the circle, it stops

protecting the oni.

When 10 points of magic are channeled into the circle, can be used against the oni. If the circle is turned against oni, they lose their *regeneration* power.

Treasure

2 Blue Soul Gems. Two berserkers each carry a blue soul gem.

Red Soul Gem. One of the oni has a red soul gem. At the end of the encounter, the red gem found by the adventurers begins to glow. Send the table captain to the D&D Open HQ to see what happens.

1 Clear Soul Gem. The other oni carries the clear gem that contains the soul of Rhone Stouthopp, the Guildmistress of the Vintners, Distillers, and Brewers Guild.

1200 gp. Each of the berserkers wear a silver and gold choker, each worth 400 gp.

4 Potions of Greater Healing. These are found on the oni.

Room Point Bonus

If the adventurers turn off the ritual circle and use it against the oni, they earn the room point bonus.

Opening the Portal

After the berserkers and oni are defeated, the adventurers can examine the archway at area C. Around the edge of the archway are 8 small holes. The blue gems found in the 4 chambers can be placed in these holes, plus the clear gem carrying the soul of Rhone Stouthopp. When all the gems are set, read the following.

As the final gem is placed into the slab, gears and other machinery emerge from the stone, whirring and clanking to life. The soul locked in the clear gem you just found begins to emerge, and you hear the words "It was so dark in there. Please, I don't want to go back." A dwarven specter reaches out to you for help, but before it takes corporeal form, it drawn into a tiny portal slowly opening in the archway.

Tell the players that they will not be able to enter the portal being created in this archway until the start of Round 2, but they can move on to other areas/quests to do more exploration and earn more rewards.

Completing Quest Fire

If the party completed Quest Fire before any other quests, they should start the second round of this adventure with Encounter F5. If Round 1 is not over, the party can go on to attempt other Round 1 encounters.

TIER 3: Levels 8 - 10

Quest Cold: The Crystal Tower

This quest is undertaken by those seeking the soul gem containing the soul of the Head of the City Watch, General Janteel Jardeth. This quest uses the Cold Zone Map. The rooms C1, C2, and C3 lack illumination. The crystal rooms in C4 provide normal illumination.

C1. Melting Point

When the players step into the room, they stand at area A.

You stand in a large chilly cavern, the ceiling 50 feet above you studded with frosted stalactites. The ground slopes down from where you stand, descending 15 feet to a riverbed running the width of the room. The river occupies only half of its width and is frozen. Several large purple crystal pedestals, four feet tall and two feet in diameter, jut from the frozen river.

A metallic semicircle juts from the ground before you, a lever affixed to it tilted slightly to the right. There are only two exits from this room: two dark tunnels through which the river would enter and exit.

Metal Disk. The lever controls the temperature of the river. Tilting the lever to the right causes this portion of the river to melt. Tilting the lever to the left causes the surface to freeze. Each side is labeled in giant, with the words "Cold" on the left and "Hot" on the right.

Frozen River. The river is currently partially frozen. With a DC 15 Wisdom (Nature) check, an adventurer inspecting the river realizes that the ice may not bear their weight. The river is 20 feet deep. A DC 15 Dexterity (Acrobatics) check is necessary to cross the river in its initial state. On a failure, the adventurer drops into the water, takes 10 points of cold damage, and wakes the monsters.

Purple Crystal Pedestals. An adventurer inspecting these sees the crystals actually rest upon the surface of the river (and will sink if the water melts).

Blue Soul Gem. With a DC 10 Wisdom (Perception) check, an adventurer notices a blue gem resting atop the pedestal located to the north of area E on the map. Both the gem and all pedestals fall into the river if it melts. (See Treasure.)

Chest. A small chest with large handles rests below the spot labeled "E" on the map. The chest is not locked or trapped. An adventurer may spot the chest with a DC 12 Wisdom (Perception) check. An adventurer can swim to the chest if the river has melted. The chest contains the Red Soul Gem. (See Treasure.)

Four **chuul** hibernate in the muck under the frozen river. They wake up if the river melts but emerge from the muck to attack only if a living thing enters the water. Once disturbed, they attack creatures both inside and outside of the river. It is possible to remove the chest without disturbing them.

Treasure

Blue Soul Gem. The blue soul gem can be picked up off of the purple pedestal located to the north of area E.

Red Soul Gem. The red soul gem is located inside the chest. At the end of the encounter, the red gem begins to glow. Send the table captain to the D&D Open HQ to see what happens.

400 gp. These coins are found inside the chest.

Troubleshooting

The party may approach this encounter in several ways. One possibility is to freeze the water so as to claim the blue gem, melt the water enough to cut the ice and hook the chest with a grappling hook or use a spell (too heavy for *mage hand*) to lift it.

Room Point Bonus

If the chest is claimed without any adventurer entering the water, they earn the room point bonus.

C2. Library

Note: The adventurers enter at point A, B, or C, (your choice) on the lower map. They cannot reach area E without first activating the portal.

When the adventurers enter the room, read the following.

This room is decorated in bright colors. Murals decorate the walls with images of bald wizards studying books, and carpets with intricately woven patterns decorate the floor. A narrow bookshelf stands in each of the four corners of the room. A brightly painted archway leads into a smaller central room. Golden light radiates from that room.

Carpets. The carpets have woven patterns and are mundane, but valuable (see Treasure).

Bookshelves. The shelves contain a variety of mundane books of all sorts, from romance novels, to field guides, to biographies. An adventurer looking for clues may make a DC 15 Intelligence (Investigation) check to realize the following:

- Southeast: All of the books have titles where the second word in the title begins with the letter A.
- Northwest: The second word in the title always begins with B.
- Southwest: The second word in the title always begins with C.
- Northeast: The second word in the title always begins with D.

When adventurers explore the inner room, read the following.

A pillar of golden light occupies the very center of the inner chamber. It stretches from floor to ceiling. The walls are decorated with murals depicting bald wizards reading books. A niche in one corner holds a stack of books.

Stack of Books. The books are in repeating alphabetical order, with the most recent being "The Beard of a Dwarven Woman and Other Forgotten Truths."

Pillar of Light. This is a portal. Only one adventurer may step on the pillar at a time. If more than one enters simultaneously, roll randomly to determine which travels.

If an adventurer travels through the portal without placing a book of the next alphabetical order (second word begins with C) on the stack, they take 21 (6d6) points of radiant damage.

If an adventurer correctly places a book of the next alphabetical order on the stack, they are taken to the secret library. They arrive in the numbered area matching the alphabetical order of the book they deposited (A=1, B=2, etc.).

Secret Library

You appear in a corner of a large library. Tall shelves block your view.

Developments

A = 1 = **Bad!** Unfortunately for the adventurers, a **gelatinous**

cube has inhabited the portal landing area number 4. When the third adventurer correctly places an "A" book on the stack and enters the portal, they appear inside the gelatinous cube. Roll initiative and keep in mind the other adventurers don't know what is happening! Characters may step through the portal once per round to join the action, with all of the normal rules for using the portal.

In addition, a book has fallen off the shelves at the point marked with an "E" on the map. When an adventurer moves near that spot (probably to respond to the sounds of battle from landing area 1), the pages of the book begin to turn. When they stop, **3 barbed devils** emerge.

Bookstands. The triangles in the eastern and western rounded alcoves are lecture podiums. Each holds a scroll and a blue gem. See Treasure.

Treasure

2 Blue Soul Gems. Two blue soul gems rest on the podiums.

Scrolls. The scrolls on the podiums describe how the souls of the most powerful wizards rise to the Crystal Tower. The scroll reminds visitors that the golden light portal can be used to access the crystal tower, if they rub their chin in thought while saying the secret word. The secret word is not stated (and is learned in area C3). In addition, the names of the souls are listed. The most recent is that of General Janteel Jardeth.

Eyes of charming. These rest upon one of the books in the library.

800 gp. The carpets found in these halls are worth 200 gp each. An adventurer can carry one small carpet without suffering penalties. If an adventurer insists on carrying more, they suffer disadvantage on all checks until they spend an action to drop the extra carpets. If they can use clever means or magic to carry additional carpets, they find a total of 4 carpets.

Room Point Bonus

If the adventurers either solve the puzzle without any failures, they earn the room point bonus.

C3. Ice Water Challenge

When the adventurers enter the room, read the following.

Four passageways lead into this square room. The view of the center of the room is blocked by walls of blue ice radiating intense cold.

When you walk around them, you see a 30-foot-diameter bubble of water occupies the center of the room. Small chunks of ice float throughout the sphere.

A raised circular platform with chairs occupies each of the room's corners. A sign by each platform reads, "Only one may take the challenge. All others, please be seated."

Ice Water Sphere. The bubble is surrounded by a thick membrane. Force has to be applied to push anything (or any person) into the bubble. Anything that is pushed into the bubble, even partially, cannot be removed. Even if a hand is placed inside, there is no option but to continue inward or sever the hand!

No check is necessary to see that floating inside the bubble can be seen one **blue soul gem**.

Battle!

Once an adventurer enters the bubble, the monster appears and battle begins. An adventurer in the bubble is granted a limited form of air breathing, but takes 1d4+1 points of cold damage at the start of their turn from the cold ice water.

An adventurer may use an action or reaction during combat to gather the floating blue soul gem.

The other adventurers can only watch. No outside actions are capable of entering the bubble.

The monster is a **merrow**, and attacks immediately.

Whether the adventurer wins or loses, when one combatant drops unconscious or dies, the adventurer is pushed out of the ice water sphere. All adventurers hear a word in their minds: "Ascend." This is the password required to reach the Crystal Tower. The adventurers must visit location C2 to learn how to reach the tower.

Treasure

1 Blue Soul Gem. The blue soul gem is recovered only if the adventurer doing battle remembered to grab it.

6 Potions of Greater Healing. These can be found on small benches near the chairs.

800 gp. Four diamonds also floated in the water, and the adventurers can easily find them after dealing with the merrow and everything is expelled from the bubble.

Room Point Bonus

If the adventurer succeeds at their solo combat, the party earns the room point bonus.

C4. The Crystal Tower

Half of the adventurers enter this at area A, the others at area B.

The walls, floors, and 20-foot ceilings of this crystalline room are sparkling ice, lit from glowing fixtures. Frost-coated, ice-blue steps ascend to a central chamber above, barely visible through the translucent ceiling. Something large, shaped like an insect, is curled there. You can also make out the other half of your party in a different room, which similarly connects through stairs to the chamber above.

For the separated party to hear each other, they would need to shout. This would wake the sleeping remorhaz in area C.

To enter area C quietly, the adventurers must ALL make DC 10 Dexterity (Stealth) checks. It automatically wakes to loud noises or the bellow of its master further above in the castle.

When the adventurers reach area C, read:

In the very center of the chamber is a huge blue many-legged creature, similar in appearance to an enormous centipede. The orange spines along its carapace glow. It has four antennae, and puffs of steam emerge from its large fanged mouth. Not far from the creature is a helmet, sized for a huge creature. The helmet lies on its side - bashed, pierced, and scratched.

Two more sets of stairs lead up and out of this room to a massive chamber above this one. A huge throne, cut like an enormous gem, can be seen in that room, as well as a long table and chairs. All are made of blue ice.

A successful DC 15 Wisdom (Perception) check allows an adventurer to spot a blue-skinned giant resting upon the gem-shaped throne above. It too sleeps.

Giant's Helm. This functions as the remorhaz's chew toy. If an adventurer rolls it toward the remorhaz, the remorhaz wakes but does not attack. An adventurer may then make a DC 15 Wisdom (Animal Handling) or Charisma (Persuasion) check to convince the remorhaz to play. If the check fails, it attacks. Otherwise, it allows the party to pass without stopping them. However, if the frost giant commands, it attacks 2 rounds later.

Areas D and E. If the adventurers reach the upper area, they can see an enormous throne made of crystal, shaped like an enormous gem, as well as huge crystalline chairs and table.

Throne. A large gem-shaped throne sits at point D. The crystal containing the soul of Janteel Jardeth is plainly visible on the front of the throne. The back of the throne appears to be a diamond-shaped doorway (see Opening the Portal below).

Frost Giant. The frost giant, Vargul, is very angry when it wakes to find intruders in its home.

Developments

The adventurers have several options.

- If the adventurers attack the sleeping remorhaz, they

gain surprise but wake it and the frost giant. The frost giant arrives in 1 round.

- If the party uses stealth to get past the remorhaz and stealth to approach the frost giant, they surprise the frost giant and the remorhaz arrives in 1 round.
- If the adventurers use the chew toy, the remorhaz lets them pass and takes 2 rounds to arrive.
- The adventurers could talk to the frost giant.

Negotiating with Vargul

Vargul will parley until he demands the soul gems the adventurers have found. When they refuse or hesitate, he attacks. Until then, he tells them that a divination convinced his Jarl that a cave might hold an artifact of great power. Vargul was sent to investigate, but it contained a trap that teleported him here. However, he likes this place and his new pet. Vargul has seen the soul gems and wants them.

Opening the Portal

On the back of the throne is a diamond-shaped doorway. At each of the 8 points of the diamond are small holes. The blue gems and clear gem found in the 4 chambers can be placed in the diamond-forming holes. When all the gems are set, read:

As the final gem is placed into the slab, gears and other machinery emerge from the black gem wall, whirring and clanking to life. The soul locked in the clear gem you just found begins to emerge. The figure wears armor and bears weapons, and you notice the ancient holy symbol of Iltyr is subtly represented on the panoply. "Tyr be praised," says the woman, but seconds later she cringes in pain and grunts, as she falls into a tiny portal opening in the wall.

The players cannot enter the portal being created by this door until the start of Round 2, but they can move on to other areas/quests to do more exploration and earn more rewards.

Treasure

3 Blue Soul Gems. These can be claimed from the frost giant if he is defeated.

Crystal Soul Gem. Containing the soul of General Janteel Jardeth, Head of the City Watch.

1200 gp. The remorhaz disgorges melted lumps of platinum, gold, and silver when it dies. These can be sold for 1200 gp to the proper smiths.

Room Point Bonus

If the adventurers use the remorhaz's "chew toy" to distract it, they gain the room point bonus.

Completing Quest Cold

If the party completed Quest Cold before any other quests, they should start the second round of this adventure with Encounter C5. If Round 1 is not over, the party can start other quests and go on to attempt other Round 1 encounters.

TIER 3: Levels 8 - 10

Quest Earth: The Quest of Greed

This quest is undertaken by those seeking the soul gem containing the soul of the High Priestess of Lathander, Ellitryn Glowtress. This quest uses the Earth Zone Map.

E1. The Closed Mine

The party enters Area A from the north entrance:

This rubble-strewn room was the site of a mining operation. A large sign in front of you reads in common, "Your safety is important to us. It has been ____ days since an accident." On the ground is a flat square of dented metal with a "0" on it.

The center of the room holds a 20-foot-diameter sinkhole. There is a sign on a post next to it.

To the southwest are two large brick buildings. A sign is propped on the ground next to one of the doors.

Passageways to the east lead to additional rooms. Other passageways to the west and south exit this area.

Sinkhole

If the adventurers approach the sinkhole, read:

The sinkhole drops 30 feet, narrowing to a hole 5 feet in diameter before plunging into darkness. The sign next to the sinkhole is covered in cobwebs, and bears the message, "Donations mandatory!"

Sinkhole. The sinkhole is now relatively stable, and can be climbed with a successful DC 15 Athletics (Strength) check. Failure plunges the adventurer into the "darkness."

The apparent darkness is three **black puddings**, which eat anything other than stone. The creatures have made the sinkhole their home. When the mine was operational, the miners fed the puddings to appease them, and the oozes were useful in stripping unwanted rock from ore.

If an adventurer drops anything into the pit, the "darkness" reveals itself to be a thick tar-like liquid. Any creature entering the liquid is subject to the monsters' *corrosive form* feature (only once), and all three attack with surprise.

The puddings are starving, and each expects a donation of something the size of a hand axe or larger. Their tar-like substance stirs and bubbles, as if angry, if not fed (or fed enough). They wait for about two rounds before emerging from the hole to eat the party. This is long enough for adventurers to investigate the door to the buildings.

Buildings

When the adventurers approach the buildings, read the following.

The two brick buildings are built into the hard earthen walls. There are no windows, only two doors. One of the doors lacks a handle. A sign on the ground next to it reads, "Fix handle."

The door to the building for area B is unlocked and the room inside contains only cobwebs.

The door to area C is covered in an invisible adhesive.

Anything that is affixed to it becomes permanently bonded to the door, including any adventurer's body part pressed against it! The adhesive appears like a normal door surface, but is wet and thick, soaking through any gloves, gauntlet, or similar protection to adhere the flesh beyond.

The door to area C cannot be opened without a handle. If a handle is affixed to the door, it opens with a simple push. The room beyond contains mining supplies of all sorts, including plenty of picks, spikes, climbing kits, and all kinds of things suitable for feeding to the puddings. In addition, 2 **gargoyles** animate if anyone enters without wearing the gray overalls worn by miners.

Removing the Adhesive. There are two ways to free an adventurer or other object from the door. The first is to open the door and then close it: open and close the door, or use the universal solvent in area D/E.

Areas D and E

When adventurers reach the hallway opening to D and E, read:

Two 40-foot diameter circular chambers are on opposite sides of this hallway, which continues on to exit the area.

The chambers are empty save for a pedestal in the center. The one to the north is empty. A pile of gold coins, a blue gem, and a bottle containing a milky liquid sits atop the pedestal to the south.

These rooms have a simple trap. If anyone enters a room containing something on the pedestal, the objects teleport to the pedestal in the opposite room. This does not happen if the creature closes their eyes, walks in backwards, or similarly does not look at the objects in the room. The items are described below.

Treasure

Blue Soul Gem. The blue soul gem is found in areas D/E.

Universal Solvent. The vial of milky liquid in areas D/E is a magical item that dissolves any adhesive. If not used, it may be kept as treasure.

400 gp. These coins are found in areas D/E.

Room Point Bonus

If the adventurers manage to appease the puddings and open the door without becoming stuck, they earn the room point bonus.

E2. Stone Caverns

The adventurers may enter from one of three entrances. Modify the description as appropriate.

The ceiling of this 25-foot-high stone cavern is riddled with stalactites. Water dripping from the ceiling has over the ages created several 15-foot-high limestone walls, which partially block your view of the center of the room.

Characters may explore the perimeter of the room or travel directly into the center. Entering the center triggers attacks from the monsters in areas B and C. It also attracts the attention of the monster in area D.

Rune Traps. Characters entering either of the corridors leading into the central room who have a passive Perception of 10 or higher notice a rune engraved into the stone floor the corridor. The runes can be disabled with a DC 12 Dexterity check using Thieves' Tools.

If an adventurer thinks to use Arcana, a successful DC 20 check reveals that the runes are preventing some effect from taking place. A *detect magic* spell also reveals this and identifies it as an abjuration effect.

The Center (B and C)

As adventurers enter toward areas B and C, they may spot the traps described above. Once they enter, read or paraphrase the following:

The center of the cavern is divided by a huge stalagmite. The chambers on either side of it containing smaller versions, all casting deep shadows. Your light flashes off of a blue crystal gem, and what may be metal.

If the runes were disabled, all mundane and magical light sources are suddenly extinguished. The magic lingers, preventing all light sources, but can be ended with any of the following:

- Return to the runes and restore them with a DC 12 Dexterity (Thieves' Tools) check
- Cast *dispel magic*
- Spend an action and succeed with a DC 18 Intelligence (Arcana) check.

In addition, **2 ropers** (one at B and one at C) attack. They use their tendrils to pull creatures into their chambers evenly, dividing the party. Sounds of battle draw the creature in area D.

Developments and Area D

A medusa has been magically summoned to this chamber by Halaster's magic, just as the party enters E2. She will hide from the party, only attacking if necessary. Once the party engages the ropers, she decides to enter the fray, attacking any creatures not in chambers B and C. She does not enter B or C, so that the ropers never have to save against her gaze.

Treasure

Javelin of Lightning. A javelin of lightning is found in chamber C, still attached to a skeletal hand (the rest was bitten off).

2 Blue Soul Gems. 2 blue soul gems are found in the center area.

800 gp. A total of 80pp are scattered about the central area.

Half of a skull. The left side of a human skull is found in Area B. It has been cut precisely and appears to be fashioned for some purpose. It is half of the key needed to access area E4.

Room Point Bonus

If the adventurers do not disable the rune traps, or re-enable them, they earn the room point bonus.

E3. Classic Statue

When the adventurers enter the room, read the following.

This room is multi-tiered, with 10-feet difference between the levels. A large statue of a rotund demon with a grinning mouth sits on the middle tier. Its legs are crossed, and a large brazier rests in its lap. The flames give off a bright orange glow. Its eyes, two enormous blue gems, and a third red gem in its forehead, sparkle in the brazier's light.

Room Point Bonus

If the adventurers disable the brazier trap, the party earns the room point bonus.

Clacking Noise. As the party reaches the statue, they hear a clacking noise coming from it. A DC 15 Wisdom (Perception) or Intelligence (Investigation) pinpoints the sound as coming from under the statue.

The statue can be climbed with a DC 10 Strength (Athletics or Acrobatics) check.

The red gem is a **Red Soul Gem**. It can be easily removed, but a DC 15 Intelligence (Investigation) reveals it is trapped. A DC 15 Dexterity check using Thieves' Tools disables the trap. Otherwise, removing the gem causes the brazier's flames to increase suddenly and the brazier topples over onto tier B. Anyone climbing the statue or standing in front of it on tier B must make a DC 14 Dexterity saving throw, taking 28 (8d6) fire damage on a failed save, or half as much on a success. The trap draws monsters, as revealed in developments.

One blue gem in an eye socket is a **Blue Soul Gem**. The space behind them is hollow, concealing monsters!

Developments

If the statue's brazier topples, **4 hook horrors** are revealed in their now exposed burrow below the brazier. The creatures attack at once.

If either of the blue gems are removed or the brazier removed, the **2 flameskulls** located inside the hollow statue fly out to engage in battle. If the brazier trap has not been activated and is not disabled them, one of them will use its action to cast *mage hand*, removing the red gem and triggering the trap.

If the brazier trap is disabled, but the flameskulls do battle, the hook horrors burrow out to join the fray, appearing at the start of the second round adjacent to the statue.

Treasure

1 Blue Soul Gem. One of the statue's eyes is a blue soul gem.

Red Soul Gem. At the end of the encounter, the red gem found by the party begins to glow. Send the table captain to the D&D Open HQ to see what happens.

6 Potions of Superior Healing. These sit in the hook horror nest.

Half of a Skull. The right side of a human skull is found in the burrow. It has been cut precisely and appears important. It is half of the key needed to access area E4.

800 gp. The hook horrors wear diamond-studded collars worth a total of 800 gp.

E4. Greed of the Dao

Before entering this cavern, the adventurers travel a narrow stone tunnel. The tunnel ends in a massive stone door. The very center has an indentation in the shape of a human skull.

The two halves of the skull from E2 and E3 must be inserted into the indentation. The door then opens, allowing the adventurers to reach area A. Read:

This cavern contains a small lake of muddy water. A small sandy island rests in the center. Two large statues carved from black rock face each other across the island. The statues depict muscular heavysset women, huge mattocks raised high above their heads as if to bring them crashing down. Where the weapons would impact are stone columns just three feet high. In the exact center of the island is a crystal pedestal. Something rests upon it.

The statues are of **2 dao**. One is found at point C and the other at point D. The pedestal is at a point between them.

The Island

The muddy water is only two feet deep.

Statues. The statues are amazingly detailed and lifelike. Inscriptions around the bases can be read in any language and read, "Give us your wealth or face our wrath!"

Columns. Tiny fragments of flattened metal, crushed glass, and other valuables can be found upon the surface of the small columns. An Intelligence (Arcana, Investigation, or Religion) check shows the items were valuable before being crushed - likely more than 1,000 gp in value.

Crystal Pedestal. A two-handed scimitar decorated with gems rests on the pedestal. One of the gems contains the soul of Ellitryn Glowtress. Carved in the pedestal is an inscription legible in any language: "Do you dare take from us?"

Developments

The scimitar appears normal in every way but is a **mimic**. Though not much of a threat, anyone grabbing the scimitar is subject to its adhesion. This triggers the statues.

When the adventurers pick up the mimic, or if they have examined all the island's features and decided not to pick it up, the statues slowly lower their weapons toward the columns.

The adventurers have mere seconds to decide whether to place an offering on the columns. Allow brief discussion to decide whether and what they place on the columns. What they donate has the following impact on the dao:

- 2,000-4,999 gp and/or a common non-consumable magic item: The dao do not gain surprise.
- More than 5,000 gp and/or an uncommon or greater magic item: As above, plus the dao lose the ability to cast *phantasmal killer* and *wall of stone*.

Anything placed on the columns explodes in broken shards. The dao become creatures of flesh and one dao instantly casts *conjure elemental* if possible. Roll initiative, with the creatures gaining surprise unless a donation countered it!

Tactics: The dao use *plane shift* in the surprise round, if possible. If the saving throw is failed, the adventurer appears on the plane of Earth inside solid rock and instantly dies. They may come back into play as per the rules for this event.

When combat ends, they find the Treasure on the crystal pedestal (the mimic disappears, if still present). In addition, a stone door rises out of the water (see Opening the Portal).

Treasure

3 Blue Soul Gems. These appear after the creatures are defeated.

Crystal Soul Gem. Containing the soul of Ellitryn Glowtress, High Priestess of Lathander.

1200 gp. At the end of the encounter, about 1200 gp worth of valuable metals and gems can be collected from the columns.

Wish Spell, Special. If the dao were defeated, each adventurer that donated to the statues at the minimum level or higher, earns a special *wish* spell. The spell can be used to regain any one item donated to the statue(s), or they may instead use all *wish* spells to bring back to life any *plane shifted* adventurers. For scoring purposes, the deaths never happened.

Opening the Portal

After the creatures have been defeated, a vertical stone door rises out of the water at area E. In the slab are 8 small holes forming a diamond pattern. The blue gems found in the 4 chambers can be placed in the diamond-forming holes. (The clear crystals brought by the adventurers into Undermountain do not fit.) When all the gems are set, gears emerge from various points in the stone and begin to whirl and grind. Read the following.

As the final gem is placed into the slab, gears and other machinery emerge from the stone, whirring and clanking to life. The soul locked in the clear gem you just found begins to emerge, and you hear the words "Lathander be praised. I thought I would be trapped there forever." An elven form smiles at you, but seconds later it cringes in pain and shrieks, as it is sucked into a tiny portal slowly opening in the slab.

Tell the players that they will not be able to enter the portal being created by this door until the start of Round 2, but they can move on to other areas/quests to do more exploration and earn more rewards.

Room Point Bonus

If the adventurers gained a benefit by placing an offering on a column, they earn the room point bonus.

Completing Quest Earth

If the party completed Quest Earth before any other quests, they should start the second round of this adventure with Encounter E5. If Round 1 is not over, the party can start other quests and go on to attempt other Round 1 encounters.

TIER 3: Levels 8 - 10

Quest Fire: The Shattered Gem

This quest is undertaken by those seeking the soul gem containing the Rhone Stouthopp, the Guildmistress of the Vintners, Distillers, and Brewers Guild. This quest uses the Fire Zone Map.

F1. Unsupervised Miners

When the players step into the room, they stand at area A.

You stand in a cavernous mine, the 50-foot-tall walls and ceiling studded with pale white crystal formations. A dilapidated wooden L-shaped building is a few feet away. You can make out sections of track behind the building, and what may be mine carts loaded with more crystals. You hear a clanging sound from behind the building.

Note: If the adventurers investigate the building first, this will impact the number of gem shards found in the treasure.

Pale White Crystals. Though they are plentiful, these crystals are not valuable except in bulk for architectural or similar large-scale purposes. They are not the crystals the party seeks, though they do bear a resemblance.

Building. The doors are unlocked. A dirty journal found in room 1 is written in Ignan and details mining operations before abruptly stating that the entire cavern seems to have suddenly been transported to another place. In room 2 there is a safe. It is locked and can be opened with a DC 10 Dexterity check using Thieves' Tools, though it is trapped. A DC 15 Intelligence (Investigation) check spots the poison needle trap, and a DC 15 Dexterity check using Thieves' Tools disables it. The trap inflicts 21 (6d6) points of poison damage, or half with a successful DC 18 Constitution saving throw. Inside the safe is a Blue Soul Gem (see treasure).

When the adventurers investigate behind the building, read:

Two creatures with metallic black skin and flaming hair are hunched over a mining cart. One of them holds metal tongs, while the other holds a flaming hammer. With a grunt, the one with the hammer swings at something clear, which sparkles in the light.

Allow the adventurers to react: the object the azer are smashing is of Rhone Stouthopp's crystal soul gem, which the party seeks! However, the swing follows through, causing the crystal gem to shatter into several large shards (see Treasure). If the adventurers called attention to themselves, the **2 azer** prepare for battle, as do the **3 hell hounds** curled up behind the mining carts.

Developments

When you roll initiative, assign the number 1 to the **banshee**. At the end of the first round, Rhone appears:

With a low moaning sound, a ghostly female form rises out of one of the crystal shards. As you meet her gaze you recognize her as Rhone Stouthopp, the Guildmistress of the Vintners, Distillers, and Brewers Guild.

She seems tortured and confused. On her next turn, read:

She begins to struggle as her facial features contort, turning from fair to horrid. "Save me," she calls, "I am... changing... put this form to rest, that I may... reenter the gem... fix it. Please!"

Her face completes its terrible transformation and her hands end in twisted claws. She looks upon you with evil intent, and she wails.

The party must now battle Rhone's new form, in addition to the azer and hell hounds

Characters may make a DC 12 Wisdom (Religion) check to verify that her message was truthful. The breaking of the gem has corrupted Rhone's soul into a form similar to a banshee (despite her not being an elf). Putting her to rest could allow her to re-enter the gem, though how to fix it is not yet known.

It is possible to capture and interrogate the azer. If asked about the shattered gem, with a DC 12 Charisma (Intimidation), they share that the azer in the forge (encounter E2) can fix anything.

Treasure

Blue Soul Gem. The blue soul gem can be found in the safe in room 2.

Crystal Soul Gem Shards. The shards that made up Rhone's gem can all be found. They are needed to complete the quest. There are 3 shards if the party investigated the azer first, 4 shards if they investigated the building first. This impacts encounter E2.

400 gp. The party may reclaim a few exceptional pale white crystals, worth 400 gp total on the open market.

Room Point Bonus

If the party both investigated the clanging sound first and later disabled the trap on the safe, they earn the room point bonus.

F2. Volcanic Forge

This is one of two encounters where the party must restore the soul gem. Here, they forge a harness for the shattered soul gem. The party arrives in area A. Read the following.

You stand on a promontory of black pumice. A river of bubbling lava curves past this area, joined from the north by another lava river. Both flow from north to south, past a group of four islands, each no larger than 15-feet-across. A stone forge can be seen not far from where you stand. A creature with hair of fire and black metallic skin hammers away at a piece of iron.

When they reach the forge, continue with the following.

A narrow inlet draws lava into the glowing forge. Large iron tools hang from a rack, thick gloves and aprons rest upon pegs, an empty scabbard hangs from a thong, and rods of thick black iron are stacked by the forge. The azer turns and examines you. "Forging is Glint's trade. Did ye bring Glint anything to fix? Glint loves a challenge!"

Glint is an **azer** who always speaks of himself in the third person. He is glad to help fix the soul gem, should they ask him to help. He claims to have built and fixed all kinds of things, including an adamantine arm, iron dirigible, and metallic scorpions. Re-forging a soul gem involves the following steps:

- The party must thrust each gem shard into one of the lava pools found on an island, magically softening them.
- He can build a frame to bind the shards back together.
- They will need to visit the fire temple (F3) and claim the four braziers found within.
- Take the gem and the braziers to the summoning room (F4). Light holy incense in the braziers and place the gem in the circle.
- Call the soul's name while you activate the circle (Glint doesn't know how... other azers used to do that part).

Gloves and Aprons. The four long aprons are fashioned of dark heavy leather. If one is donned, roll a d4. On a 4, the one the adventurer grabbed is actually a **cloak**. It attacks only if it is donned. Glint thinks this is funny and helps kill the cloak.

Iron Rods and Tools. Glint or anyone proficient in smith's tools can craft the cage to hold the gem's shards. An untrained adventurer burns themselves for 21 (6d6) points of fire damage before finally building a suitable frame.

Empty Scabbard. An empty leather and steel scabbard is here. Glint doesn't know anything about it. Sheathing any non-magical bladed weapon within makes it a *flame tongue*. The scabbard can safely be used for that weapon. However, any additional weapons sheathed after the first become permanently cursed with the properties of a *sword of vengeance* (DMG p.206). Glint thinks this is funny.

Lava. Any adventurer touching or entering the lava takes 55 (10d10) points of fire damage. An adventurer remaining in the lava takes the same damage at the start of their turn.

Islands

Characters must jump or use magic to cross the lava separating each island, while avoiding the lava bubbling up between them. Flying more than 10 feet above the lava avoids this risk.

Otherwise, the adventurer must succeed at an Intelligence (Nature) check to read the pattern in the lava bursts. The DC increases the further they go (regardless of the order in which they visit the islands): 10, 14, 16, and 20. The total number of checks necessary is equal to the number of shards resulting from encounter F1. After that, the river calms. Each time a check is failed, the adventurer takes 11 (2d10) fire damage.

Each island has a small pool of lava. Tongs or other tools can be used to safely dip a shard into a pool. The shard soaks up the lava, requiring taking other shards to the other pools.

When lava in the third pool is drained, two **blue soul gems** are found within.

Developments

As soon as an adventurer takes the gems found on the third island, **3 salamanders** emerge from the lava and attack with surprise. One attacks an adventurer on an island, while the others emerge near the rest of the party. Glint thinks this is funny and does not help beyond cheering on the party.

Treasure

Scabbard. If the adventurers don't notice the scabbard, but they treated Glint well, he asks if anyone wants it. The scabbard loses all magic once it leaves Undermountain, but any weapons changed by it are permanently altered.

2 Blue Soul Gems. These are found on the third island.

800 gp. A single, brilliant diamond can be seen floating in the lava at the end of the encounter. It is worth 800 gp.

Troubleshooting

If the party kills Glint without learning what needs to be done, Rhone's spirit appears and instructs them on the necessary steps. However, she also tells them they must crush four blue soul gems in the fountain, which means they cannot open the portal at the end of this quest.

Room Point Bonus

If the adventurers don't create a cursed item and don't trigger the cloak, they earn the room point bonus.

F3. Temple of Bridges

The adventurers begin at point A. Read the following.

Two enormous bridges join the promontory upon which you stand to first one island and then to a final island bearing a columned temple. Lava bubbles and erupts around the islands, just below the height of the bridges.

First Bridge

Once the adventurers approach the first bridge (B), continue with the following.

The bridge railings bear intricate carvings of dwarflike creatures with fiery beards and hair, each holding tools for working stone. The surface of the bridge is composed of two types of tiles, red and black. Two of the black tiles seem to have fallen, leaving empty air through which you can see the lava below.

Red and Black Tiles. The red and black tiles form snaking paths, which adventurers may try to follow. Though it may seem otherwise, the black paths are actually safe. The two missing black tiles are invisible, and an adventurer can walk on them without risk. Touching them or throwing an object at them reveals this. The red tiles bordering the black tiles are all trapped - stepping upon one causes the block to fall into the lava below. An adventurer may identify the surrounding tiles as trapped with a DC 16 Wisdom (Perception) check. The trapped tiles cannot be disabled, but adventurers may step around them by stepping on the invisible tile and following the black path. An adventurer that falls through may attempt a DC 15 Dexterity saving throw to grab the edge. Otherwise, they fall into the lava and must swim 20 feet through the lava to reach the shore.

Lava. Any adventurer touching or entering the lava takes 55 (10d10) points of fire damage. An adventurer remaining in the lava takes the same damage at the start of their turn.

Railings. An adventurer examining the carved railings may make a DC 15 Intelligence (Investigation) to note that two of the carvings hold actual tools. One is a wrench, the other a chisel. Both may be easily removed.

Second Bridge

The second bridge (D) is the same as the first, with two differences: there are no tools, and the second invisible tile is truly empty space and the surrounding red tiles are solid. If the party is walking along the black path and do not specify that they are testing the second empty tile, the lead adventurer begins to fall (and may make a check as described above).

Fire Temple

When the party reaches the third island, read the following.

Two huge statues flank a columned temple. One of stone

and one of iron, they depict beings of elemental fire. Inside the temple is a stone table bearing four braziers.

The **Iron Golem** will animate only after the adventurers leave the temple with the four braziers.

Braziers. These four braziers are needed for the ritual in F4. They have a quirky magic - they are intensely hot when not burning, but cool to the touch when lit. Any adventurer reaching for a brazier or examining it may attempt a DC 15 Wisdom (Perception) to sense the intense heat. An adventurer touching an unlit brazier takes 23 (5d8) fire damage. Characters may also devise other methods to move them, such as using a rod or pole to lift them.

Leaving the Temple

The iron golem attacks as soon as any adventurer leaves the temple. A passive or active Wisdom (Perception) or active Intelligence (Investigation) check reveals the golem's weakness. A hatch on the golem's back can be opened automatically with the wrench found on the bridge, revealing a narrow slot: the width of the chisel. A DC 15 Strength (Athletics) check (or other means, such as flying) is required to reach the panel. An action is required with the wrench to open the hatch. The golem can attack a creature on its back.

Once open, an adventurer with the chisel can choose between automatically dealing 25 points of damage or turning off one of its features (roll randomly between *Fire Absorption*, *Immutable Form*, *Magic Resistance*, or *Magic Weapons*). An adventurer without the wrench and chisel may instead attempt a DC 15 Dexterity check using Thieves' Tools for each action.

The Treasure is found inside the iron golem's hatch.

Treasure

1 Blue Soul Gem. This gem is found inside the iron golem's hatch.

4 Potions of Superior Healing. Found in inside the golem.

Red Soul Gem. The red soul gem is found inside the iron golem's hatch. At the end of the encounter, the red gem begins to glow. Send the table captain to the D&D Open HQ to see what happens.

800 gp. The four braziers are needed to restore Ellitryn Glowtress' gem. They are worth 200 gp each.

Room Point Bonus

If the adventurers opened the iron golem's hatch with the tools, they earn the room point bonus.

F4. Lost Ritual Chambers

The adventurers enter from one of the hallways into area A.

The floor of this room is inscribed with a large encircled pentagram, the lines made from crushed gems. Four additional circles orbit the central one, empty but for single marks. Your entrance enrages the two fire giants in the room, who immediately draw weapons and attack!

The fire giants begin in area B, and were just summoned to this room. They offer no parley. The ritual circle may be used to put Rhone Stouthopp's soul back into the gem.

Brazier Circles. The four smaller circles show scorch marks. The braziers (from F3) must be placed here. Adventurers must also light holy incense in the braziers (found in Alcove 4), and also call the soul's name while activating the circle (pressing the right levers in area D)

Fountain (Area C)

Crystal-clear water splashes down a tiered fountain and into a shallow pool lined in red tile.

Levers (Area D)

The walls of this room are stucco painted gold and decorated with stylized orange suns. Torches in four sconces bathe the room with their light. Twelve levers carved from blackened wood jut out of the northern wall. Above each lever is a red tile, each bearing a different rune. A narrow pedestal bears a small copper sundial.

This puzzle must be solved to activate the ritual circle.

Sconces and Sundial. Because all of the torches are currently lit, the sundial currently does not have a distinct shadow. Extinguishing all but one lit torch will cast a shadow, indicating a time. If each is lit in turn (extinguishing all others), the following hours/numbers are indicated: 3, 5, 11, 12.

Ceramic Tiles. These runes are in a forgotten language. A *comprehend languages* reveals each represent a single number: from left to right, they start at 1 and end in 12.

Levers. The solution to the puzzle is to light the torches and note the numbers. In order (3, 5, 6, etc.), the matching levers must be pulled. If any is incorrectly pulled, the adventurer pulling the lever takes 36 (8d8) radiant damage, or half on a successful DC 15 Constitution saving throw.

When all four levers are pulled in the correct order, the secret door to area E opens and the Ritual Circle becomes activates.

Alcoves (1-9)

Nine alcoves feed off of this long corridor. A curtain of pure fire shimmers in front of each. Beyond the fire, each alcove has a shelf upon which rest four blocks of incense.

Fire Curtains. An adventurer touching or passing through a curtain takes 22 (4d10) fire damage.

Incense. 8 of the 9 alcoves hold illusory incense. Only alcove 4 (a number repeated throughout the dungeon) holds incense.

Fountain Water. If water from the fountain in area C is splashed against a curtain, the curtain remains in place but any illusory incense is revealed to be an illusion and fades from view. If water from the fountain is splashed against the curtain to Alcove 4, the curtain of fire vanishes.

Completing the Ritual

When the adventurers light the braziers and activate the circle, they may place the bound soul gem in the circle and call the spirit. Ask the party the name of the NPC. If they recall her name, Rhone Stouthopp, her spirit peacefully returns to the gem. Otherwise, she uses her **banshee wail** once as her spirit lashes out before finally returning to the gem.

Secret Door and Portal (Area E)

This area opens when the sundial puzzle is solved. Inside, the party finds the Treasure and the Portal: a huge slab of blackened rock. In the slab are 8 small holes forming a diamond pattern. The 7 blue gems and the clear gem found in the 4 chambers can be placed in the diamond-forming holes.

When all the gems are set, gears emerge from various points in the stone and begin to whirl and grind. Read:

As the final gem is in place, gears and other machinery emerge from the rock, whirring and clanking to life. The soul locked in the clear gem you just found emerges, and you hear the words "It was so dark in there. Please, I don't want to go back." A dwarven specter reaches out to you for help, but before it takes corporeal form, it is drawn into a tiny portal slowly opening in the archway.

Tell the players that they will not be able to enter the portal being created in this archway until the start of Round 2, but they can move on to other areas/quests to explore.

Treasure

3 Blue Soul Gems. Found in area E.

1200 gp. The crushed gems in the magic circle.

Room Point Bonus

If the adventurers solve the sundial puzzle and do not take damage from the alcoves, they earn the room point bonus.

Completing Quest Fire

If the party completed Quest Fire before any other quests, they should start the second round of this adventure with Encounter F5. If Round 1 is not over, the party can start other quests and go on to attempt other Round 1 encounters.

TIER 3: Levels 8 - 10

Quest Storm: Song of Ruin

This quest is undertaken by those seeking the soul gem containing Master Trinave, the most famous bard in Waterdeep. This quest uses the Storm Zone Map.

S1. Ruined Cloud Castle

Note: The adventurers enter at point A. When the adventurers enter, read the following.

At first, it seems you must be under a bright open sky. Slowly your eyes adjust, revealing the cavern ceiling to be 50-feet-high, glowing blue-white and in parts obscured by a fog or mist, resembling clouds.

A maze of ruined castle walls and towers occupies this area, the tops broken off as if the castle was forced into this cavern. Rubble litters the ground, piled high in some places. The castle must have once been beautiful, for you can see a brightly tiled mural decorating a section of wall to the east.

Investigating the mural leads to the wall section located east of area A. Other murals can also be found north of area B and south of area E.

Mural A

The mural is pitted and scarred by battle, but the bright colors still depict a blue-skinned cloud giant in gleaming silver plate mail. A griffon is emblazoned upon the armor's chest. The giant points one arm forward, unleashing a bolt of lightning that tears through a rank of human soldiers. The area before the mural is littered with rubble, including dozens of skeletons, corroded armor, and rusted weapons.

Five **animated armors** surprise the first adventurer to investigate the rubble. These are suits of chain armor, each emblazoned with a flying snake but rusted and worthless.

If the adventurers later return to this site, and at least one adventurer is wearing plate armor emblazoned with a griffon, they receive a vision of a ruined tower (S2) and know how to find it amongst the ruins.

If adventurers return but are not wearing the right armor, nothing happens.

Mural B

This mural is damaged from battle but still displays in bright colors a pale-skinned cloud giant wielding a golden mace. The giant is accompanied by a green dragon, and wears brilliant emerald-green scale mail armor.

The area before the mural is littered with rubble, including dozens of skeletons, corroded armor, and rusted weapons.

A **helmed horror** lies amongst the armor and skeletons and attacks the first adventurer to investigate the rubble. The horror's *spell immunity* may include any spells employed by the party in previous fights amongst the ruins. You may, as DM, choose any 3 spells you wish for the immunity.

The helmed horror is made of plate mail with a griffon sigi.

If the adventurers later return to this site, and at least one

adventurer is wearing scale mail armor emblazoned with a dragon, they receive a vision of a throne room (S3) and know how to find it amongst the ruins.

If adventurers return but are not wearing the right armor, the helmed horror will each time rise again and attack. It does not follow if the party flees.

Mural E

Only a portion of this brightly colored mural remains, the rest of the wall torn away by siege fire. A cloud giant raises a scimitar above her head, but the rest of the mural is destroyed. Large rocks and rubble litter the area, including dozens of armored soldiers, their bodies reduced to gleaming skeletons.

Five **animated armors** surprise the first adventurer to investigate the rubble. These are all suits of scale mail armor, each emblazoned with a sigil of a dragon. One of the animated armors has a helm decorated with a Blue Soul Gem (see Treasure).

Characters investigating the rubble may make a DC 15 Intelligence (Investigation) check to find enough pieces of the mural to identify the chain armor the giant wears.

If the adventurers later return to this site and at least one adventurer is wearing chain mail armor emblazoned with a flying snake, they receive a vision of a statue of a cloud giant with a secret door in its base and will recognize the statue when they visit S2.

If adventurers return but are not wearing the right armor, nothing happens.

Treasure

Blue Soul Gem. The blue soul gem can be found on the animated armor at Mural E.

400 gp. 4 diamonds are imbedded inside the helmed horror, and the adventurers can easily find them after dealing with the creature.

Troubleshooting

If the party does not receive the visions to find S2 and S3, they wander the area and eventually find the other encounters. To represent the dangers they face, each adventurer gains one level of exhaustion (disadvantage on ability checks).

Room Point Bonus

If the party receives all three visions, they earn the room point bonus.

S2. Tower of Eyes

The adventurers enter at point A. Read the following.

The glowing blue cavern ceiling is 80 feet here, 20 feet taller than the top of a crenellated tower. The entrance to the tower has been smashed open by siege fire, revealing a rubble-filled courtyard and stairs winding to the tower's top. A bronze-colored stand holds several spyglasses.

Just in front of the tower gate's rubble is a catapult. Though it has been wound and is ready to fire, none of the rocks near it are of sufficient size to be suitable ammunition.

Ruined castle walls 40-feet high connect to the tower. Ladders allow access to the ramparts. A section of the western wall has been breached. A long building, perhaps a barracks, sits to the east.

Before you can investigate further, a large spherical creature, its gaunt skin missing in places, floats into view. It takes a position behind the bronze device and attacks!

The creature standing at point D is a **beholder, death tyrant**. It focuses its *negative energy cone* toward as many adventurers as possible, while using the looking glass device. The creature has 2 blue soul gems (Treasure).

Looking Glass Device. This contraption provides the beholder with the following benefits:

- +2 AC
- Extends the range of all of its eye powers to cover the map
- 2 additional *legendary actions* per turn.

The device has 50 hit points with AC 10 and can be destroyed if specifically targeted. It is immune to psychic and poison damage and to all conditions, and it automatically succeeds at all saving throws. It can be used only by beholders and can be sold as Treasure.

Catapult. The catapult can be used to launch one adventurer at a time up to the top of the tower. An adventurer can easily climb into the catapult. A different adventurer must attempt a DC 15 Intelligence (History) check to aim correctly. If the check is failed, the launched adventurer takes 27 (6d8) damage as they strike the side of the tower and can make a DC 15 Strength (Athletics) or Dexterity (Acrobatics) check to grab the side of the tower, 10 feet below the top. Otherwise, they fall 50 feet.

Stairs. The stairs are difficult terrain. At 20 feet up, they are trapped. A DC 15 Intelligence (Investigation) notices the trap, which causes all of the steps to become a ramp. Anyone on the stairs slides all the way down to the rubble (no damage).

Ladders and Ramparts. The ladders are 40-feet tall and difficult terrain. The western rampart (F) can be used to access the tower stairs, requiring a 10-foot climb. This avoids the trapped portion of the stairs.

Rubble. The rubble (C) is difficult terrain.

Building. This building is a barracks. The only thing of note is a large shattered display case. Inside are 4 giant-sized masks,

each inlaid with gems. A DC 15 Intelligence (History) check reveals that cloud giants often collect masks as art. The masks are Treasure and may be useful in encounter S3.

Treasure

2 Blue Soul Gems. These are found decorating two of the beholder's shriveled eye stalks.

800 gp. The looking glass device is worth 400 gp if intact, or 200 gp if destroyed. The giant masks are worth 400 gp.

Troubleshooting

If the party should use magic or other means to make the top of the tower inhospitable, the beholder can momentarily retreat (with the looking glass device) through a trap door into a safe area. It emerges as soon as the effect is removed.

Room Point Bonus

If at least one adventurer launched him or herself in the catapult, the party earns the room point bonus.

S3. Throne Room

The party begins just inside the room, at area A. Read:

You enter the ruined castle's main keep. Massive doors lead directly to a vast throne room. Piles of treasure fill columned alcoves to the east and west, while a royal blue carpet runs down the middle of the room to the raised platform.

Two statues of cloud giants flank a tiered platform, upon which rests an enormous throne carved of pale blue marble. Sprawled upon the throne is a cloud giant, her skin white as alabaster. Something black and curved sticks out of her chest. Dried blood stains her armor and the platform. A key hangs from the giant's belt.

False Treasure. The treasure in areas D and E are illusions. A DC 18 Passive Perception or active Wisdom (Perception) check reveals the two **young green dragons** hidden by the illusions. Unless seen, the dragons surprise the party as soon as the party moves toward either the treasure or the throne, attacking with their breath weapons.

Tiered Platform. The stairs are giant sized and considered difficult terrain. Each platform tier is 15-feet-high. The ceilings are 80-feet-high.

Throne and Giant. A DC 15 Intelligence (Nature or Arcana) reveals that the object in the giant's chest is a broken-off dragon's claw. One of the green dragons is missing the end of a claw. The cloud giant is unconscious until the claw is removed. If the claw is removed, see Developments.

Key. The golden key may have been seen in a vision. Removing the key from the belt requires a DC 15 Dexterity (Sleight of Hand) check. Failure causes the belt to shift, and the dragon claw falls out of the giant. See Developments.

Statues. The northeastern statue, north of area E, has a secret door in its base (adventurers who saw the vision in S1 recognize this, otherwise a DC 15 Intelligence (Investigation) finds it). Inside is the Treasure and a portal leading to S4.

Developments

The **cloud giant** is cursed with a form of vampirism. Modify its statistics as follows:

- If the claw is removed, the cloud giant *regenerates* 20 hit points and an additional 20 at the start of each of its turns.
- The giant is resistant to necrotic damage and bludgeoning, piercing, and slashing from nonmagical weapons.
- It may substitute a bite attack as part of its *multiattack*. (+9 to hit, reach 5 ft. Hit: 15 necrotic damage and the cloud giant heals the same amount).

If the adventurers remove the claw from the cloud giant, it begins its regeneration and becomes conscious. If in combat, it spends one round assessing the situation. Characters may make a DC 20 Charisma (Persuasion or Deception) to convince it that they do not mean it harm. The check is made with advantage if they are fighting or have defeated the dragons and recognize

them as enemies of the giant, or if the party offers the masks found in S2.

If the giant is appeased, she tells them that the dragons were once her servants, but turned on her and used magic to curse her. She allows them to access the Treasure and grants them the key. She explains that the key is used to open a chest secreted away in the clouds. She does not know about the portal in the statue and thus does not mention the secret door.

If the giant is not appeased, the giant attacks. Each round an adventurer may again attempt the Charisma check with disadvantage. With success, the giant calms.

Treasure

1 Blue Soul Gem. The gem is found in the statue.

Red Soul Gem. The gem is found in the statue. At the end of the encounter, the red gem (if found) begins to glow. Send the table captain to the D&D Open HQ to see what happens.

2 Potions of Greater Healing, 2 Potions of Invulnerability, 1 Potion of Speed. These appear after the dragons are defeated.

Key. The golden key can be taken if the giant is unconscious, or she may grant it to them.

800 gp. Each of the green dragons wears a platinum collar worth 400 gp each.

Troubleshooting

This encounter can become deadly if the adventurers wake the giant, but let events play out as they should. *The cloud giant does not attack the dragons.* If combat is ongoing, the cloud giant expects the adventurers to prove their worth.

Room Point Bonus

If the adventurers either avoid any combat with the cloud giant or defeat her solely through combat, they earn the room point bonus.

S4. Islands of Storm

The adventurers enter this cavern through the portal in the statue in S3, arriving at area A. Read the following.

You step through the portal and arrive on an island seemingly made of clouds, floating inside a massive cavern. The ceiling 50 feet above glows white, obscured by wisps of cloud. The floor, if there is one, is obscured by clouds.

There are four other cloud islands here, all of which glow with pale blue light, as if meant to appear to be open sky. On each island, including your own, is a catapult, cocked for firing but containing no ammunition. Each island also has a marble pedestal, upon which rests a crystal orb.

A chest, seemingly made of cloud stuff, rests upon a distant cloud. A voice singing a tune, popular in Waterdeep, emanates from the chest.

One of the crystals on a different island is surrounded by several creatures. One is a tall thin elf, the two others winged beasts with three heads: that of a dragon, lion, and goat. The elf calls out, "Help us! Attune your orb!"

Cloud Islands. These solid clouds are 60 feet above the cavern's mist-covered ground. Anyone falling takes 21 (6d6) damage. There is no easy way to reach the cloud islands other than flying, jumping, using ropes, or the catapults.

Catapults. Each island's catapult can be used to launch up to two adventurers at a time to any other island, landing in a square of their choice. A lever near the launching cup allows an adventurer (even one about to be launched) to spend an action to aim and fire. That adventurer must spend an action to attempt a DC 15 Intelligence (History) check to aim correctly - with advantage if they have used a catapult this way before. If the check is failed, the launched adventurer(s) takes 18 (4d8) damage as they land poorly. An adventurer adjacent to a fired catapult may use an action to arm it for another trip.

Orbs. The orbs are initially clear crystal. Neither the orb nor pedestals can be moved. Any creature may spend an action to attune the crystal, causing it to turn electric blue as lightning appears inside it. In addition, for each orb attuned, the environment becomes more hostile:

- One electric orb: each adventurer takes 5 lightning damage at the start of their turn.
- Two electric orbs: 10 damage
- Three electric orbs: 15 damage
- Four electric orbs: 20 damage

An action spent at an electrified orb can reverse the attunement, making the orb crystal clear and reducing the effect.

Chest. A large chest made of impenetrable cloud material is found on island D. It can only be opened with the key from S3 and contains the Treasure, including the clear crystal holding the bard's soul. The bard's gem is singing a song, *When My Golden Ship Sails In*. Any adventurer may attempt to play or sing along with a DC 14 Charisma (Performance) check. Doing so gains the help of the soul in the chest and one random

electrified orb becomes crystal clear. This can only happen once during the encounter.

Developments

The creatures begin on island E and wait to see if the party attunes their crystal. The **oni** (*changed shape* into elf form) attunes island E's orb after the party has attuned theirs, or if the party attacks or draws closer. The **2 chimera** at that time move forward to intercept any adventurers - especially any trying to change an electric orb. The oni will use *cone of cold* when it can catch multiple adventurers, but otherwise first focuses on flying to other islands and attuning orbs.

Opening the Portal

When the monsters have been defeated and the chest opened, a vertical stone slab rises out of the cloud at area D. In the slab are 8 small holes forming a diamond pattern. The 7 blue gems and 1 clear gem found in the 4 chambers can be placed in the diamond-forming holes. When all the gems are set, gears emerge from various points and begin to whirl and grind. Read:

As the final gem is placed into the slab, gears and other machinery emerge from the stone, whirring and clanking to life. The soul locked in the clear gem you just found begins to emerge. It is a human holding a lute and dressed in performer's garb. "There is foul magic all around, and you need to know that--" His words end as he shrieks, and his form is sucked into a tiny portal opening in the slab.

Tell the players that they will not be able to enter the portal being created by this door until the start of Round 2, but they can move on to other areas/quests to do more exploration and earn more rewards.

Treasure

3 Blue Soul Gems. These appear after the Oni and Chimera are defeated.

Crystal Soul Gem. Containing the soul of Master Trinave, the most famous bard in Waterdeep.

Instrument of the Bards - Cli Lyre. The instrument is found inside the chest. It has the special property Harmonious - attuning to this item takes only 1 minute.

Room Point Bonus

If the enemies never attune more than two orbs, the party earns the room point bonus.

Completing Quest Storm

If the party completed Quest Storm before any other quests, they should start the second round of this adventure with Encounter S5. If Round 1 is not over, the party can start other quests and go on to attempt other Round 1 encounters.

Handout 1 – The Search for Souls

Waterdeep has recently seen a terrible curse befall its citizens. Many people have disappeared from their places of employ, their homes, and the taverns they frequent. Left behind in their stead was a single small crystal gem for each. Within these green crystals were tiny frozen images of the missing individuals; however, the figures were dissected lengthwise, showing only half of their bodies.

The City Watch of Waterdeep, in consultation with the mages of Blackstaff Tower, was at a loss to know what happened. Within days of the first disappearances, friends and family of the missing Waterdhavians started having visions: strange clockwork gears, glowing runes on cavern walls, and most importantly, blue gems holding the other halves of their loved ones' souls. They reported these visions, but the elite and powerful of Waterdeep did nothing.

That changed when four high profile disappearances occurred in very public manners on the same day:

- The High Priestess of Lathander, Ellitryn Glowtress, disappeared during her popular and well-attended dawn services. The priestess is an expert on dragons, and her knowledge helped stem the tide of Tiamat's rise.
- Master Trinave, a bard newly popular with the nobility, disappeared from stage during his performance at a fine establishment in the Sea Ward. Rumors abounded that the bard gained his prodigious musical talent by learning the true name of a devil and extorting the gifts.
- The leader of the City Watch, General Janteel Jardeth, disappeared while addressing her troops and the Open Lord of Waterdeep. General Jardeth is also the leader of a cult who worships the returned god Tyr.
- Rhone Stouthopp, the Guildmistress of the Vintners, Distillers, and Brewers Guild, disappeared at a guild meeting in front of all the members. She took over the guild from her father after he disappeared, and his supposed death is rumored to have been at her hands--although there is no proof or evidence.

The disappearances of the high-profile, the popular, and the powerful finally prompted the leaders of Waterdeep to action. Rewards were offered to those who could identify the culprit behind the disappearances. Information was leaked that these disappearances might involve something happening in Undermountain.

Within the last few days, experts have located 4 portals within the city. Divinations conducted on each portal learned that each of the portals is linked to one of these 4 famous individuals, and lead to unknown locations in Undermountain. Each of these four people is being held within a clear crystal gem somewhere in a terrible new level of Undermountain. You have gathered a party, and you must now decide which of the portals you wish to enter!

Each of you holds a green crystal. Each crystal holds half of an image of someone you care about, or someone whom you were asked to search for. These crystals radiate magic, but no one knows what power they may have, other than holding half a soul. Armed with these gems and your craving for adventure, you prepare for your greatest challenge. The terrible monsters, traps, and puzzles of Undermountain await!

Handout B2 – The Floating Phrase

Do not share this sheet with anyone else unless the DM gives you permission.

You can see what is happening with the rest of your allies and your foes, but you cannot interact with them. In from of you hovers several hazy letters in Common. A voice in your head says, "Speak the phrase before you and be free to join the battle."

T	E	N	U	R	R
Y	M	D	O	Y	B
O	T	P	h	l	e
T	E	E	A	F	D
Y	M	S	O	F	E

On your turn, the DM will ask you to speak the phrase. Speak one phrase if you know it. If not, the DM will instruct you on what to do next.