

Adventurer's Kit

Campaign Documents

World: Tel Amroth

Welcome to Telam Village, a small town hidden away in a distant corner of Tel Amroth.

Once a popular traveler's stop along the winding trade route from the coastal kingdoms to the southern empire of Amroten, a surging sea trade and transportation industry has eliminated the need for this lengthy journey.

The village backs up against an old, dark forest the locals simply call "The Ancient Wood." As the name suggests, The Ancient Wood is an exceptionally old forest, shrouded in darkness and full of myths and legends.

Region: Telam Village

NPCs

NPC: Town Greeter

Alek Grosthain

Human Male, Middle Aged

"Greetings travelers! I am Alek, town greeter and humble servant of Lord Oren. How may I be of assistance to you on this fine day?"

<Town Information>

Note: More information can be found in the POI Link for each location below.

*Telam Market

*The Horse's Head Inn and Tavern

*Town Manor

Additional Locations: (not mentioned unless asked about or pressed for more information)

*Telam Jail

*Telam Sewers

*The Ancient Wood

NPC: Black market Merchant

J'ahkran

Human Male, age unknown

Few actually know of J'ahkran, hidden in the small bundle of trees behind the town's market. Beyond a strong arcane (or similar check) on the woods he inhabits, he and his merchant stand are only revealed when a password is given with a hand pressed upon a stone in the center of the cluster of trees.

J'ahkran deals in lost artifacts, stealth potions, and secrets.

"Well, well, so word has reached you of old J'ahkran. What business is it that you greet me with?"

<Rumor>

-The Ancient Wood

"For the first time in a thousand years, life stirs within the Ancient Wood. The villagers may have forgotten, but J'ahkran recalls a time when great evil dwelled within those creaking boughs and crackling leaves. Beware of such a foul place, unless you grow weary of the living world..."

<Quest>

-Retrieve the Soul Gem from the sewers. Asking J'ahkran if he needs any help, or mentioning the map from the Mysterious Stranger at the Horse's Head will prompt this response.

"Many years ago, a small child died at the mouth of the Ancient Wood that lies north of this town. Unbeknownst to the rest of the villagers, the child had been cursed by the demon Ank'Ra-Tek. As a result of the curse a small gemstone began to grow within the child. Poisoned by the growing stone, the child died allowing the stone to absorb the child's soul, turning the gem jet black.

The body of this child was hidden away in the sewers beneath the town, concealed by a holy ward, making a false wall to lock away the gem in the child's remains. Find me this stone and I shall reward you with a gift that most befits a group of adventurers such as yourselves.

I have heard tell that other great treasures lay in those watery passageways as well. Some quite ancient, some perhaps you might be interested in for yourselves."

>>Reward: The right half of a scroll. On this scroll is a poem that says the following:

“Upways,
Sideways,
Under.

Sideways,
Upways,
To and Fro.

Look not back but forward,
And true the path you will know.”

J’ahkran will explain that it is part of a scroll that will unlock the mystery of the Darkwood Maze that lies within The Ancient Wood. He will suggest the players talk to those in town to see if anyone can help them find the other half, as he does not have it.

Locations

Telam Market

A ring of tents located just east of the center of town. Several different types of merchants have set up shops here.

Alek: “Near the center of town is the Market. It may not be as fancy as those in the coastal kingdoms, but our humble wares are made by the hands of talented craftsmen and our food is fit for any king! We have shops for all of your needs with an Armorer, Weaponsmith, Grocer, Bookmaster, and even an apothecary!

Watch out for the trees beyond the market though, for some reason they always smell most foul at night.”

The market has its own map which contains merchant-specific information.

The Horse’s Head Inn & Tavern

A large Inn and Tavern located just to the west of the center of town. Despite its age, the building appears to be well taken care of.

Alek: “Ah, the best ale and softest beds around! The Horse’s Head has been in this town for generations. It may not be as well traveled or as crowded as it was 50 years ago, but you won’t find finer accommodations for many miles.”

The Horse’s Head has its own map with additional details.

Town Manor

A large building resting atop a man made stone hill dominating the northern end of the village. It has two large stone staircases leading up to it and a second smaller building jutting out from the hill to the north.

Alek: "Town hall is located at the north of the village. There dwell the town guard, our town master Lord Oren, and the town jail."

On Lord Oren: "Our lord is a decent man. The Oren family has lived in that manor for generations and has always been fair to the people of Telam Village."

Telam Jail

Cutting into the north-eastern corner of the great stone hill that Town Hall resides upon is a deceptively small looking building with a strong iron door.

Alek: "Telam Jail? What's there to say about it? It doesn't get much use these days beyond the occasional lockup after a drunken brawl at the Horse's Head."

Pressed about Malak Jensen, the man locked up within the jail: "Oh, so you've heard about that unfortunate creature. I am not a fan of spreading rumors, but suffice to say a cold cell is where he belongs."

Telam Sewers

A network of tunnels that run beneath the town allowing a robust sewage system.

Alek: "Oh, so you've heard of our sewers? Yes, just like the great castle-towns of Tel Amroth we humble Telam Villagers have our own plumbing! It's quite the marvel, not that I'd ever step foot in it myself (he shudders at the thought), but still wonderful to have all the same!"

The Ancient Wood

A massive gnarled forest to the far north end beyond the small river that borders the town and farmlands. Dark and foreboding, it is enrobed in an eerie mist that creeps out beyond the trees from dusk to dawn.

Alek: "What would you ever want with that horrid old place?? It's known as the Ancient Wood. A terrible place, that. Quiet as a grave, and just as dark. Best as I know not a single living thing dwells within that cursed place. Just thinking about it makes my stomach turn. Adventurers or not, I'd stay away from it if I were you."

Many have been lost to those woods over the years. Whatever their reasons for entering, none have ever returned.”

Telam Graveyard

The graveyard is located in the south west corner of Telam Village.

Alek: “Ah the graveyard? Although it is mostly home to the modest graves of us villagers, there is also a mausoleum belonging to a heroic adventurer of antiquity and a large barrow that has been used by Lord Oren’s family for generations.”

Telam Stables

Near the entrance of the village is an impressive horse stable that has fallen into disuse.

Alek: “The Telam Stables were once of great importance when the village was a major stop along the trade routes between the kingdoms of the north east and south west. Once the shipping industry ceased their need of that longer land based route their use diminished greatly. Still, the stable master is one of the best in the land and has an impressive mastery over all things equine.”

Location: Oren Family Barrows

Entrance Plaque

A well aged stone plaque greets you as you enter the dark, dry halls of the Oren Family Barrows.

“Here Lay Oren, the first, The greatest of a great line. So too lay all of the same proud name.”

Below the stone inscription lays a tattered wooden sign, on it is carved:

“Beware, those who enter. Here lay the dead of great men and devils alike. Passage beyond the eastern stairs is fit not for living, or for dead.”

Large Sarcophagus 1

An impressive stone sarcophagus, dusty and cobwebbed, the nameplate is worn and difficult to make out but appears to read “Oren Of Light, Seer of .-//-.” The last word has been scratched beyond recognition.

Large Sarcophagus 2

Another impressive stone sarcophagus, much like the one before it. The lettering on the nameplate is worn off entirely.

Encounter: Barrow Wights

Upon entering the deepest chamber of the Oren Family Barrows, the players are confronted by the sudden emergence of a troupe of Barrow Wights (or other world-appropriate ancient undead spirits).

The Wights are unruly and will not respond to attempts to communicate.

Roll for initiative.

King's Root

Growing from the walls and surrounding a brilliantly decorated stone tomb is a gnarled, brown root.

A nature check will recognize it as King's Root.

Location: The Horse's Head Inn & Tavern

NPCs

NPC: Inn Master

Orrek Bartle

Human Male, somewhat elderly

A thin man with a long gray beard sits quietly at the Inn's front desk reading a book. Beyond handling any lodging needs (there are several rooms open and available for the players if needed) he offers the players polite conversation but directs them to the bar for any further inquiries.

"Hello there, welcome to the Horse's Head. My name is Orrek, I run the Inn here. Would you be in need of our accommodations? If you're looking for food and drink, the tavern is down the hall past the stairs, on the far side of the building."

NPC: Barmaid

Janrae Tullgraph

Human Female, young adult

An attractive young lady is running the bar. She is tall and more strongly built than the average lady with a big smile and well worn clothes.

“Well, what brings you all to this quiet town? We don’t see too many adventurers around these parts anymore. Would you fancy a pint? The best ale for 100 miles is brewed right here in this tavern.”

Food and drinks can be purchased.

<Quests>

-“We’ve had a number of large rats coming up from the sewer access in the cellar. It’s been a real problem and lately they’ve become too big for me to handle. Would you be willing to go down and clean them out for me? I’d be happy to give you free stay at the Inn as well as food and drinks for the night for your troubles.

If you really want to go the extra mile you can try to find the source of the rodents in the sewers below. If you can take care of that ugly problem I’d gladly pay you what I can for the service.”

Should the quest be taken, give the players a key to the cellar.

-If asked about the Surly Regular’s missing keys or the sewer access:

“Ugh, that idiot’s always losing his keys. The last time he got so drunk that he dropped them straight down the toilet, it took us days to fish them out of the sewers. Normally I’d let the old fool sober up and find them down there himself, but lately we’ve had a serious rodent problem in the cellar that leads to the sewers. It’s just not safe enough to let someone like him bumble around down there right now.”

This can transition into the above quest if it has not been previously prompted.

NPC: Bard

Trobol Nefwir

Halfling Male

Sitting on a stool in the back corner of the tavern is a halfling strumming on a harp. Upon approaching the man the players overhear his song:

“Oh woe to you,
Dear weeping maid.

The bed ye lie,
thy hadn’t made.

For husband locked,

In chain and bar.

Your love for him,
Is held afar.

Unfair although,
he is enslaved.

Worse yet her fate,
Laid deep in grave.”

“Ah, I’m sorry my friends, tis a sad tale that should not be bringing down your joys. Alas, I can’t stop from singing it as my heart breaks for the poor soul now locked in the Lord’s jail.”

Details on the Jailed:

“His name is Malak, in chains he is. They say the sword of his family sent his dear wife to the underworld, but to think of such a gentle man laying his own wife to the grave...I just don’t understand it. I’ve known the man for some 30 years. If his sword was held once in that time save to remove the dust upon it, I’d just just as surely jump up on this table as a chicken and lay a dozen eggs.”

NPC: Surly Regular

Blake Bartle
Dwarf Male

“Whadda you want?? Can’t ya see I’m busy over here? First I lose my keys, then my damn wife locks me out of the house, and now I’ve got you idiots breathing down my neck? The only company I need right now is in this bottle.”

<Quest>

“Like I said, I lost my keys. I guess I had a bit too much to drink last night, ‘cause I can’t figure out what happened to ‘em. I was going to the bar to get another drink when some idiot walks right into me. Knocked the flagon right out of my hand and the food he was carrying got all over me. I went to the bathroom to clean up and stumbled home...or at least I would have, if my wife hadn’t locked me out...”

If pressed, Blake can suggest the Barmaid, Janrae, may be able to help as she found his keys for him the last time he lost them.

NPC: Mysterious Stranger

Name Unknown

Race Unsure, high perception can reveal as Dark Elf in disguise

A dark cloaked figure sits alone in the quietest corner of the tavern. He has a stocky build and looks tough and well traveled. He quietly sits in his chair smoking a pipe. A keen perception check would reveal that he has been keeping an eye on the party since they entered the room. He is reluctant to talk to the party and politely shuts down attempts at general conversation unless the players have already completed a number of the below quests.

>> If The Ancient Wood is mentioned:

“That accursed place...few talk about it around these parts, most would rather pretend it isn't even there. They say once you enter the darkness and mist it swallows you up whole, never to be seen again. There's more to those woods than meets the eye though, something has been moving around, deep in the darkest, stillest, foggiest corners of it all.

You know, there's a way through the darkness, for those that know the true path.”

**The stranger will refuse to tell the players how to get through the forest, offering this:

“Those woods have been swallowing up souls since before any of you were born. If I'm going to tell you how to make it through the darkwood you'll have to prove that you can handle it.

There's a lot more going on around this town that you might think. Come back to me when you've accomplished a few things and maybe I'll reconsider.”

In order to win the stranger's trust the players must accomplish at least 3 of the following quests:

- Help The Surly Regular \ Clear out the Cellar
- Destroy the Ratmother and her den in the sewers
- Find the Amulet hidden in the Sewers
- Obtain the Darkwood Passage poem from the Black Market Merchant

**Should the players have already received the Darkwood Passage poem from the Merchant (as well as completed 2 other quests), he will give them the other half that completes the instructions for navigating the Darkwood Maze.

“I've been keeping an eye on you. You've seen more than most have in this town. Word is you've got old J'ahkran's scroll. Undoubtedly you've noticed it is incomplete. What you have are

just the directions, they're useless unless you can decipher them. If you really want to make it through those woods you'll need this." (proceed to the scroll notes below)

****If the players have *not* received the Darkwood Passage poem prior to completing three or more quests he will instruct them to seek out the Merchant and return to him with the Merchant's Reward (the poem).**

"I've been keeping an eye on you. You've seen more than most have in this town, but there's another man you must meet before I can be of help. There's a merchant hidden away in this village that few know of. He hides within the small cluster of trees just behind the market. He uses an old cloaking spell to remain hidden, only revealed to those knowing a password.

Several years ago a man was caught with some of this merchant's wares and was imprisoned as they were quite illegal. Although he died in his cell, he was quite forgetful and was known to keep notes as reminders. Perhaps he hid some away in the cell with him that could prove of use."

>>Darkwood Passage Poem (Map half):

The left half of the Darkwood Passage scroll contains a map that deciphers the meaning of the right half's poem. The map half features four arrows; one pointing North, one South, one West, and one East.

The North arrow reads "Upways"
The South arrow reads "Under"
The West arrow reads "Sideways"
The East arrow reads "To and Fro"

"What the Merchant gave you are the directions. What I hold is the key to understanding them. Finally together they can make sense. To follow them may be as foolish a deed as it is brave, but know this, a terrible evil lies ahead of you. Provision yourselves as best you can and set out with only the fullest length of daylight ahead of you.

What you seek in that dreadful forest is no mere whisper or illusion but a true darkness that has arisen. May the five fortunes smile upon you and fare thee well."

Horse's Head Cellar

Cellar Description

After climbing down an old metal ladder, you find yourselves in a dark, damp cellar. The room is dimly lit by the light streaming in from the open hatch above the ladder.

Two large rats can be seen ahead of you, ambling about the room, sniffing at boxes and barrels in search of their next meal.

Rats Encounter 1

2 unusually large rats, each approximately the size of a small dog, are milling about the center of the room. As the players approach them, the rats attack.

Roll for initiative.

Rats Encounter 2

3 unusually large rats, each approximately the size of a small dog, are happily gnawing away at a large stash of barley. They are especially rotund and although slower than the previous rats, are very hearty and jealously guard their stash of food.

As they are approached they will attack the players.

Roll for initiative.

The rats have less movement speed, but have 2x the health of a normal oversized rat.

Rats Encounter 3

Behind the locked cellar door are two large rats, much like those in the first encounter, as well as two more massive rats, each easily the size of a large dog. They smell of the sewers with wet mangy fur and attack with great ferocity, viciously guarding the entrance to the sewers.

Telam Market

A simple market made up of several tents. There are six merchants in total here: an Armorer, Weaponsmith, Grocer, Bookmaster, Apothecary, and General Store.

Grocer

The grocer sells food. Meats, cheeses, baked and dried goods.

Armorer

The armorer makes and sells a few basic sets of armor. Depending on your player's levels you can allow them to purchase new equipment, upgrades, shop for repairs, or simply have nothing in stock at their level if already well equipped.

Weaponsmith

Much like the armorer, the stock here can depend on your player's levels / needs.

Bookmaster

The bookmaster has books that can be rented or purchased on all classic subjects of your existing game world. They may also sell scrolls or other magical items for any magic users in the party if desired.

General Store

The general store has various goods that some of the other specialty stores might not carry. Bows and Arrows for hunting, local maps, tobacco, trinkets, and other general goods.

Apothecary

The apothecary contains your basic potions, as well as ingredients for potion brewing, spell casting, etc. Should the players enquire about "stronger stuff" or the likes a hint can be provided on the existence of the Black Market Merchant.

"Well... (in a hushed voice) now you keep this between ourselves...but I've heard there's another merchant that has set shop in this town who sells less...conventional fair...however if you'd like to find him you're on your own."

****Note: The Apothecary owner is capable of identifying rare flowers and herbs if needed****

<<Quest - Cleanse The Bones>>

"Ah, yes, Mr. Embronor's cursed cell. I have the basic herbs here to get the cleansing started, but what we really need to do the job correctly is some Mandala Blossom and King's Root. Mandala Blossom is an incredibly rare flower that can only be found glowing under the light of the moon in the darkest hours of night. It is not known to grow in this region of Tel Amroth, though I seem to recall a rumor that it has been showing up near the entrance to the Ancient Wood as of late. I'd go look myself, but there's no way you'll get me that close to those cursed woods in the full light of the day, let alone at night.

King's Root only grows in one place near Telam Village, and that's within the Orren Family Barrows. Normally, this would not be an issue. The Oren family have been well loved here for many generations and their tombs are a place of peace and reverence.

However, long before these happy years, an ancient branch of the Oren family was not so kind to their people. In the deepest stretches of the barrows are where their graves lie, and alas, where the root grows thickest and strongest as well.

Few here would be willing to enter such a place to pick this root, as it is a dangerous place full of unruly dead. So, cursed the cell has remained...unless of course you think you are up to the task.”

Telam Sewers

POI's

The Bone Pit

A fake wall, created by a protecting ward of illusion, masks the entrance to a strange rectangular drop shaft.

The mouth of the shaft is covered by a one way trapdoor, something like a rodent trap, which is meant to allow items to be dropped in, but be unable to come back out. The spring-loaded arms open inward (and only inward) and automatically return to a closed position when no longer being held open.

At the bottom of the shaft is a pit. A pit full of bones. The bones are of various sizes and age. Many of the bones are of animal origin, as this pit was once likely a dumping ground for pest animals that were killed but lacked any value in their carcass.

Some of the bones however, appear to be human. One set in particular is that of a small human child. There are scratch marks on the underside of the trapdoor's hatches, but it is not clear if they are human or animal in origin.

>>Soul Gem<<

Within the child's remains lies a small black gem containing the child's soul, as trapped within the gem by the curse of Ank'Ra-Tek. J'ahkran, the Black Market Merchant located in Telam Village has a quest for the players to obtain this gem.

“A keen eye will notice that something shines from within the bones and muck. A ghastly purple aurora emanates from a small black gem sticking out of a chunk of leather-like flesh, dry and tightly clung to a portion of a small human ribcage.

The gem feels exceptionally heavy for its size and rings out with a feeling of sadness, instilling sorrow and dread in the one who holds it.”

Amulet Chamber

Behind an old, locked wooden door within the sewers is a large stone room. At the back of the room is a small chest. When the chest is approached, an encounter is triggered consisting of a number of undead summons.

Although the entrance door is locked, it is very old and could be easily broken by force. It is covered in thick cobwebs and dust.

Guardians of The Chest (encounter)

Guardians of the chest, these undead will attack the players in an effort to protect the chest and keep it from being opened.

Should the players flee the room, the undead will dematerialize and will not follow the players outside of the chamber.

Choose 2 lesser undead creatures for lower level players, 2-3 higher-tier undead creatures for medium level players, or 2-4 lesser undead plus 2-3 higher-tier undead creatures for higher level players.

At least one undead summon will stay near the chest at all times to stop anyone from approaching it during combat. If more undead summons are present (for higher level groups) then several will stay behind to protect the chest while the rest attack the players directly.

For the highest level parties, the undead that protect the chest should have ranged attacks to remain engaged in combat as they protect the chest.

>>Contents of The Chest

Within the chest sits the Amulet of Arak Sa'Ur, Lich King of the Void. The amulet contains a portion of Arak's power, hidden and preserved as a backup in case the lich were to be slain, as he had been 500 years ago.

"Within the chest sits a small amulet. Cast of an otherworldly metal resembling obsidian glass, a large red gem is set in its center. Glowing a deep crimson, the gem is unsettling to behold."

Any skill check involving magic will reveal it possesses power of the undead. A skill check from a player with holy, healing, cleric, or necromancy training will recognize the undead magic as that of a necromancer.

The Well

Above is the town's well. The water below it runs exceptionally deep in the center until fading out into bedrock.

Lost Keys

In a small chamber between the Tavern and the Well lie Blake Bartle's keys (the surly drunk). There is a collection quest from Bartle to recover these keys (Horse's Head Tavern & Inn).

Bricked Up Wall & Treasure Room

A dusty, cobweb covered brick wall seals the end of the tunnel. In torchlight there is no visible sign of a chamber existing behind the wall. Should the players extinguish their torches (or otherwise be carrying no source of light), a faint light will be noticeable bleeding out between the cracks in a few bricks.

Behind the wall, lies a spike trap. Should the players force their way through the bricks they will need to be careful (either hammering the wall down, or passing an acrobatics/reflex type check if smashing through it with a large body) as it would be easy to stumble into it with any type of ramming action that may have been used to destroy the wall.

>>Treasure Room<<

Beyond the spike pit is a large brick room. In the back of the room is a large ornate treasure chest flanked on each side by torches that, defying logic, are burning, lighting the room. The torches are magical in nature and can not be put out unless removed from the room, in which case they will go out immediately.

A sign on the chest reads:

"Hail to thee, finder of the great chest of wonders! Before you lies a lost treasure of Tel Amroth. The pure of heart shall find an item of evil's bane within. Those possessing a clouded soul will obtain a device of hatred and malice."

Opening the chest will reveal a bright light, followed by an item of your choosing for the opening player based on their moral standing. The DM/GM shall decide if the chest can be closed and re-opened by another player or players for a separate reward.

Ratmother's Den

A pile of bones, waste, and fur marks the home of the Ratmother, a giant rat that has been siring the recent population of oversized rodents that have invaded the Tavern's Cellar. A few meaningless knick knacks are also strewn about the nest.

Entrance To The Forbidden Dungeon

Behind a locked iron door lies the sewer entrance to the Forbidden Dungeon, the holding cell of The Enslaved. The door, made of thick metal, is nigh impregnable without the appropriate key. Only a master locksmith or feat of great force could breach it.

Encounters

Sewer Rats

2-4 oversized rats attack the party. Approximately the size of a medium sized dog, these rats are extremely aggressive. They will attack whatever target is nearest to them and will not back off until escaped or slain.

Ratmother

A massive rat, the size of a large wild boar. She has oversized fangs and claws, both of which she will use to attack the largest player in sight. In addition, she also likes to use her powerful tail to trip players and knock them prone. Unlike her brood, she is more defensive than overtly aggressive and will not wander far from her nest.

If she is struck by ranged attacks and there are no players to attack near her nest she will retreat into a small tunnel beneath her nest, temporarily removing her from battle.

Undead Summons

Guardians of the chest, these undead will attack the players in an effort to protect the chest and keep it from being opened.

Should the players flee the room, the undead will dematerialize and will not follow the players outside of the chamber.

Choose 2 lesser undead creatures for lower level players, 2-3 higher-tier undead creatures for medium level players, or 2-4 lesser undead plus 2-3 higher-tier undead creatures for higher level players.

At least one undead summon will stay near the chest at all times to stop anyone from approaching it during combat. If more undead summons are present (for higher level groups) then several will stay behind to protect the chest while the rest attack the players directly.

For the highest level parties, the undead that protect the chest should have ranged attacks to remain engaged in combat as they protect the chest.

Telam Jail

NPCs

Entrance Guard

Human Male

A pleasant guard. He takes his job very seriously, but will engage in limited friendly banter. The easiest way to be allowed entrance into the Jail is to obtain permission from the Lord's advisor or to claim relation (or any other reason) to visit Malek (the wrongfully imprisoned).

"Ho, travellers. What is your business here?"

Warden

Brandon Talberak

(Addressed as Warden Talberak, or simply Warden)

Human Male

A well built man in his 50s. Impressively fit for his age with a medium length gray beard and stern watchful eyes. He is surprisingly patient, but not easily fooled and takes quite poorly to attempts to do so.

-The only NPC that can grant access to the cells, including those with the loose bricks and skeletal remains.

-Aside from passing a difficult bluff or charisma test, he will grant access to the above cells only if the players are on a quest that specifically brings knowledge to the skeleton in the lower cell in the right half of the jail map. The same key will be able to unlock the cell containing the loose-bricks stash, but it can not be accessed on the merit of noticing the loose bricks alone.

-If asked about the gate/exit at the far left side of the map he will insist that it is an old abandoned part of the jail that has fallen into disuse and is unsafe to enter as it has experienced cave-ins in the past and has since been disallowed for entry.

In reality, while the warden knows that the room beyond those bars is in fact "in use" he does not know the specific function of the secret dungeon room, or what it actually contains. It is locked and barred from even his own access.

<<Items>>

Cell Key (skeleton key for all cells on this level, does not unlock the gate on the far left side of the jail).

<<QUESTS>>

Cleansing the Cell

The Warden will send the players to Advisor Tal'a to be filled in on a quest involving cleansing the jail cell occupied by the cursed skeleton.

"We do have one issue we could use help solving. You may have noticed that one of the jail cells is occupied by a rather old looking skeleton. Unfortunately, the cell is cursed, so we have not been able to clear the cell and bury the poor soul who died there.

Please talk to Advisor Tal'a if you think you can cleanse the cell, he can tell you more."

<<NOTES>>

If the players emerge from the hidden Dungeon (as entered from the sewers) he will be shocked and demand an explanation, requesting you accompany him to Lord Oren's advisor for explanation. Should the players resist, they will be jailed and forced to explain themselves to the Lord's advisor.

Should the players have been granted access by Lord Oren's advisor he will explain this to the warden when the players are brought to him. Alternatively, if they have not been granted access, they will have to explain themselves to the advisor.

<<In relation to The Enslaved>>

-If the players have slain The Enslaved he will be shocked, amazed, and grateful, until he decides that the wrath of Arak Sa'Ur has placed them all in great peril. He will then demand that the players face Arak Sa'Ur and defeat him. (see Tel Nar Deep quest from the advisor NPC entry at Town Hall).

-if they have not slain The Enslaved (if they managed to get in and out without awakening it) the advisor will be furious and insist they risked dooming them all. He will explain about the growing threat in The Ancient Wood that has been kept from the people and will demand the players set out to confirm whether or not Arak Sa'Ur has truly awakened or not.

>> In either result, the advisor will warn the players of the Darkwood Maze that lies in The Ancient Wood, informing them that they will have to find a way through it and that there may be a man at The Horse's Head who can help.

Lower Level Guard

Erik Redbeard

Dwarf Male

This guard keeps watch over the lower level of the jail as well as providing backup to the Warden should the need arise. He is grumpy and uncooperative with the players unless given expressed orders from the Warden to assist you.

Malek Drabark (The Wrongfully Imprisoned)

Human Male

“Praise the great spirit, outsiders! Perhaps you will believe me.”

“They have me locked up in here...they, they say I killed my wife, my beautiful, sweet Temora. Never in a thousand lifetimes would I harm a hair on her perfect head. One night she just, she disappeared. I went out to look for her but I couldn't find her anywhere.

I thought perhaps she had taken out a horse from the stables to stretch its legs. She loves those horses so. When the morning came and there was still no sign of her to be found I ran to the Hall to see Lord Oren for help.

That was when that damn Tal'a told me that she had come to them in madness and taken her own life. I'll admit...I flew into a rage when I heard those words. They locked me up in here and told the whole village that I killed her!! I don't know what to do. No one will believe me.

Please, you've got to help me. Please find out what happened to my poor, sweet Temora.

When Pressed: “Well, I know that she had been going out with her favorite flower basket saying something about a strange new blossom that had turned up near the Ancient Wood, but I can't imagine she would have gone somewhere so dangerous in the dead of night. Still, it is the one place I dared not look. Please, please help me find the truth.”

POI's

Loose Bricks Secret Stash

Along with several silver coins, a small pencil, and an empty bottle is a small note. The note reads:

“Damn that J’ahkran. To think his stupid trinket got me into this mess. He thinks he can hide from me in the woods behind the market, but when I get out of here I’m going to give him a piece of my mind!

Who knows how long I’ll be locked in this godforsaken cell though. So that I never forget, the password to his stupid barrier is to knock twice on the center oak tree and speak: ‘fair to thee o traveller walking. Goods thy seek, gold does the talking.’ ”

Cursed Skeleton

A cursed skeleton inhabits this cell, unable to be removed and laid to rest until the cell has been cleansed. See Advisor Tal’a or the Warden (who will send the players to Tal’a) to initiate the quest.

Telam Jail: Secret Dungeon

<<<NOTE: Make sure to note the events from Warden NPC if exiting the Secret Dungeon into the Jail>>>

POI’s

Water Control Valves

These six valves control the water that flows into the containment chamber.

Releasing:

2 Valves - Water fills the lower area of the chamber, blocking access to the sewers below (doesn’t flood the sewers from a passthrough drain below though)

4 Valves - Water fills up to the floor of The Enslaved as well as the valve room

6 Valves - A gate lowers to automatically seal The Enslaved's chamber, which is then completely flooded.

Flooding the room will not kill The Enslaved, but if it is awakened, the flooded chamber will pacify it and place it back into a state of unnatural sleep.

Encounters

The Enslaved

Primordial Beast

**The Enslaved encounter can be avoided with sufficient stealth / quiet movement. Should the players make it through the chamber silently, the beast will not be awakened. As noted in the Valve POI Link, flooding the room will return the beast to stasis.

As long as the beast is awake, it must be battled or escaped. If escaped it will begin to tunnel out of its cell to wreak havoc upon the village.**

The Enslaved is a bipedal, Large (or other 2x2 grid square equivalent) monster. Although it has an ancient native tongue, it was silenced when it was originally summoned and enslaved by Arak Sa'Ur. Without the control of his master, The Enslaved will blindly attack and pursue all nearby units (player and NPC alike).

Due to its size and the design of the dungeon chamber it is imprisoned in, The Enslaved will not fit through the exit and would have to bore a hole out to escape, which would take a great deal of time.

<<Combate Notes>>

Depending on the level of your players, The Enslaved's hitpoints and damage can be adjusted by adapting one of the following health states:

- 1) Emaciated - After hundreds of years of imprisonment, held in motionless stasis, The Enslaved has grown thin and weak. A shadow of its former strength, it is limited to basic melee attacks and has low combat stats.
- 2) Weathered - Although imprisonment has been hard on The Enslaved, its primordial nature has helped to preserve some of its strength. Although only approximately half of its original power remains, it is still capable of strong melee attacks, grappling and throwing PCs, a negative buff inducing roar attack (use when bloodied), and a single magical projectile attack. It has moderate combat stats.
- 3) Lessened - Despite centuries of imprisonment, the primordial nature of The Enslaved has preserved a great deal of its power (approximately 75%). In addition to bolstered stats, it can also tear chunks from the floor and walls to use as projectiles, has moderate resistance to fire and magic (you may want to consider certain magic schools as an exception depending on your party), and can occasionally belch a blast of black flame with a small cone of attack. It has strong combat stats.

- 4) Unaffected By The Passage Of Time - Despite centuries of imprisonment, the returning power Arak Sa'Ur combined with The Enslaved's primordial nature has ensured no loss of power from the beast's original summoning. In addition to the above movesets, it has exceptional strength, is nearly completely resistant to fire, and can breath a black flame attack nearly at will. It has heroic combat stats.
-

Map Link Notes

Return To Sewers

-If the players return to the sewers after entering the secret dungeon and The Enslaved was *not* awakened, then no NPC will be the wiser, save J'ahkran, who may mention he senses ancient arcane magic upon you.

-If the players flee to the sewers after entering the secret dungeon and The Enslaved *has* been awakened, the walls and floor of the sewers will quake from the efforts of The Enslaved to tunnel out of its prison. The tremors will be noticeable throughout the entire village.

**Should you wish to force your players to battle The Enslaved, he will escape into the village and begin to attack it.

**Should you not wish to force the battle on your players, Lord Oren's advisor will be alerted to the quaking in time to send the elite guard to the cell to use the valve system to flood the chamber and return the beast to its slumber. This will however cause the advisor to suspect and immediately cast blame upon the players (as the only outsiders) for entering the tomb, leading to the advisor's "forced quest" to reclaim the amulet and enter The Ancient Forest. <<see Advisor Tal'a Embranor's NPC file in the Town Manor>>

Telam Hall

NPC's

Lord Oren

Eben're Oren

Human Male, 68 years old

A portly older man with a well kept gray beard. He wears regal robes that seem finer than would be expected of a small village. The Oren line has presided over Telam Village for more than 9 generations and has always been well respected for the care and respect they have given to their people.

<<If Freed - By Tal'a / After Slaying Arak Sa'Ur>>

Lord Oren:

"Tal'a!! Finally, you unlock my doors and show your rotten face to me once again! Who are these strangers with you? If you think you can get them to do your dispose of me you'll" --

Before his thought can be finished Lord Oren is interrupted by Tal'a.

Tal'a:

"Lord Oren, please, I beg you, allow me to explain. No one is here to dispose of you. There are not words of deep enough meaning or terrible enough sorrow to properly convey the shamefulness of my actions.

I have failed you, and I have failed the village. My fear of Arak Sa'Ur conquered all reason and morality within me. I thought I was acting in the best interest of the village but I was only acting in cowardice and shame.

In my heart I feel you already know this wretched truth, but it was I who put Temora to death in her jail cell. After you were forced to these chambers I locked poor Malak away and told the townsfolk that he was responsible for Temora's death.

I was terrified that the truth would come out...that the village would know that life stirred once more in that cursed forest. The panic that would ensue..the lives that would be lost if an effort to confirm the threat stirred action within the terrible Lich and caused him to rise once more...

If not for the efforts of these heroes you see beside me my wrongs may never have been righted. In fact, the terrible Lich would have destroyed us all regardless of how well I buried my head in the sand and hid from the reality of it all.

For what I have done there is no pardon. There is no salvation and no amends. What I have done can not be forgiven or undone. I will follow the will of you, my Lord, whatever that will may be.

Should my fate be to die at the axeman's blade, rot away in a cold cell, or face utter banishment from Telam...I will obey and concede that still I have not been punished enough."

-Decision-

Tal'a's fate can be decided by either the DM/GM or the players, choosing to exile him, execute him, jail him, or even pardon him.

<<If Freed - By Players defeating guards / Before Slaying Arak Sa'Ur>>

Lord Oren:

“By the gods, finally my doors have been opened! Please, identify yourselves, brave ones who have freed me from this unjust bondage.”

**Should Tal’a be alive, he will rush into the room. Depending on how the players accessed Lord Oren’s quarters, he will either explain the situation to Lord Oren (if he already broke down and “confessed” when confronted with the flower basket) and plead for the party’s help despite his unworthiness for the sake of the village.

**Should Tal’a be slain:

Lord Oren:

“Tal’a is...dead? Despite all that he has done, it is hard to hear those words. For many decades he was a loyal advisor. It breaks my heart to see his legacy corrupted by the foul reach of the terrible King of Liches. I know were it not for his creeping influence that he would have never acted as he did.

My friends, you have done a great service to this town by exposing the dangers that threaten not only Telam Village, but indeed all of Tel Amroth if Arak Sa’Ur is to rise again.

Please, I beg of you, find a way through the Ancient Wood and stop him. You are our only hope. Surely there are some in our village who can help you in this need. I heard word of a stranger that has been staying at The Horse’s Head lately, he is an outsider like yourselves, perhaps he can be of help.

If there is anything I can do to help you in this quest, do not hesitate to ask.”

Lord Oren’s Advisor

Tal’a Embranor
High Elf

A tall, thin Elf; middle aged, as far as elf life-spans go. He has a long, grim face (especially for an elf) and speaks in a posh tone with a rich vocabulary and air of nobility. Tal’a has been Lord Oren’s advisor for more than 30 years. Although fairly well liked by the people, he is regarded as a stiff, somewhat sour man who does not partake in much outward joy or celebration.

Lately he has seemed grumpier than usual, even down right uneasy at times. He stands next to an empty throne.

About Lord Oren - He will tell the players that Lord Oren is ill and under great need of bed rest. As such, he must not be disturbed while in such a fragile state. He will note that the second floor is off limits and that guards have been ordered to secure the stairway.

If asked about Malak or his wife, or the activity in the woods, or any other grave issue, he will insist he does not know what the players speak of and that he will not tolerate rumor spreading or fear mongering in the village.

<<Malak>>

I don't know what that poor soul has told you, but I can assure you that it is nothing but the ravings of a madman. Malak is a danger to himself and to this village. In a blind rage he slayed his own wife, an act that has driven him to madness. He invents impossible stories now to try to calm his mind and bury his guilt, but believe me, there is no truth to his words.

****Looking for Flowers**** Despite what he claims, Temora was not out picking flowers. She would know better than to stray so close to the Ancient Wood so close to nightfall. She was slain in his house by his own hands. There is absolutely no reason to believe otherwise.”

****He will only divulge information on Malak and his wife if he is presented with Temora's basket or pass a difficult intimidation check.****

<<Basket Reaction>>

“What, where did you find that?!

In...the bramble at the edge of the Ancient Wood?

...

****Easy - Tal'a breaks down and confesses to a partial truth. See <<Confession>> below.****

(noticeably shaken)

Still, what does that prove? Anyone could have put her basket there.”

****Difficult - Require the flower petals from the basket to be identified as Moonblossoms (only growing near the forest entrance) before Tal'a admits to a partial truth.****

“Moonblossoms?? They...they...well, yes, it is true. They only reveal themselves in the moonlight and are incredibly rare...but...but...

Tal'a breaks down and confesses:

<<Confession>>

“Fine...I’ll tell you the truth. Temora was indeed out picking flowers by the Ancient Forest. She came running into the throne room in hysterics that same night. I tried to calm her, but she seemed to be in shock. She kept insisting she saw creatures in the woods. As she became more and more agitated, a guard reached out to restrain her from hurting herself, or one of us.

As soon as the guard touched her arm she went berserk. There was nothing else I could do, I had to lock her up in a jail cell, hoping that she would finally calm down overnight. The morning however revealed a far more gruesome sight. We found her lying dead in her cell, she had bitten off her own tongue and choked to death upon it.

Deeply saddened by her tragic death, I went back to the throne room to settle my grief and decide the best way to handle the tragedy. It was then that her husband Malak burst into the room. As soon as he heard the news he flew into a blind rage, attacking the guards and myself.

He had to be restrained while my guards searched the entrance to the Ancient wood to see if her story was true.

Sure enough, there were small signs of life in the woods. Signs of life that have not stirred in over 500 years. If the village were to find out there would be pandamonium. I had no choice, the village had to be spared the truth until I could be absolutely certain of all details.

Unfortunately, the mystery of the Darkwood Maze has made it impossible to enter and find out with absolute certainty if a threat so great lies there.

The village can not know the truth until I know for sure. Will you navigate the maze and let us know if the threat is real?

If you can do this, then I will confess the truth to the town.”

<<Quests>>

-Cleansing The Bones-

“Ah, a group of adventurers. Perhaps you would be able to help me with something?”

“Many years ago a strange man was visiting our village. The first night he stayed here he flew into a blind rage at The Horse’s Head. The guards were alerted and quickly subdued the man, locking him up for the night in the Jail.

However, the next day the man seemed to enter an almost catatonic state. He refused to speak, sit upright, eat, or drink. When the guards attempted to enter his cell they found the door could not be opened. After a few days the man died.

When he finally passed, the door to his cell swung open, as if enchanted. The guards went into the cell to remove his body, but found once again by some strange magic, that the body could not be moved.

After what seemed like an eternity, the corpse of the man finally withered away to bones and sinew. Still though, his remains could not be removed. I once heard about such cursed remains in my youth, but our market lacks the goods to properly cleanse it.

If you could, please speak to the owner of the Apothecary. She can get you some of the basic ingredients and might know where to look for the rest.”

-Enter the Forest-

(See <<Confession>> from above)

<<Post-Arak Sa'Ur Victory>>

-apologize for his terrible actions, caused by fear and weakness

-ask you to accompany him to Lord Oren, freeing him and celebrating your greatness

-Suggests his own exile for his betrayal of Lord Oren

Tal'a:

“Can it really be true? Have you truly found a way to slay King of all Liches? The town, or really all of Tel Amroth, is in your debt for this heroic deed.

There are no such kind words for the part I have played in this though. As I said, I must confess my sins. Please, allow me to take you to Lord Oren, I do not deserve to face him alone and ask that he believe me after all that I have done wrong.

**Lead the Players to Lord Oren where the situation will be continued in Lord Oren's NPC document link.

Guards

Human Males, 20s-40s

Elite Guard Captain

Asdf

POI's

Oren Family Crest

The family crest of Lord Oren. The Oren family has held rule over Telam Village for many generations, since the very founding of the town.

The Elderblade (Item)

An ancient blade hung high above the throne of Lord Oren, it is a great item of antiquity. Used by the hero of legend to slay the Lich King some 500 years ago.

Lord Oren's Private Kitchen

The private kitchen of Lord Oren. Here he eats his daily meals. When need arises, this room also plays host to small, private meetings with his advisor, the captain of the guard, and any visiting political figures.

Throne of Oren

Throne of the Lord of Telam, Lord Oren. Here he sits for much of the day, available to all villagers and visitors of Telam as he feels a direct audience with his people is essential to staying connected with the village's needs. Currently however, the throne sits empty.

The Hall of Feasting

A great hall that opens up into a spectacular patio for indoor and outdoor seating. Once used to entertain visiting dignitaries, the hall now sits quiet more often than not.

The Hall of Public Address

The public forum where town hall meetings are held, matters of public court are addressed, trials are held, and other general use of public address.

Lord Oren's Podium (2nd Floor)

A podium overlooking the 2nd floor balcony for Lord Oren to address his citizens when a gathering is so great, or security needs are especially high, that he can not easily be accommodated at his lower level podium.

The Ancient Wood

Woods Entrance

POI's

(Night) Moonblossoms

A pale violet-blue flower that seems to glow in the moonlight. They have an enchanting scent and feel almost cold to the touch.

<nature check> A sufficient nature check will reveal that these flowers are not native to this area, but are most commonly found near mass burial grounds.

An especially successful nature check, or an additional arcane/history/intelligence check, can identify them as *Luna Mortuis Flore*, commonly referred to as Moonblossom flowers. Their otherworldly glow, sensation of cold, and penchant for growing near grave sites has led to an intense associate of the flower with death.

Only blooming at night, the flowers will wither and shrink almost completely from sight during the day. They are incredibly rare.

A perception check will reveal a trail of wilted petals leading between the bushes to the north.

Discarded Basket

Near the entrance to the woods a small basket has been thrown into a bramble of thorns. There are a few withered flower petals within.

The Bright Wood

A thick fog enrobes the woods beyond the treeline of this quiet clearing. In the distance is a small headstone. To the west the clearing begins to darken and close, heading into the Darkwood Maze.

POI's

Headstone of The Navigator

An old, moss and lichen covered headstone lies in the north west corner of the clearing. Brushing aside the overgrowth that has begun to conceal it reveals the following inscription:

“Here lies the unknown navigator. The only man to enter the Darkwood and find his way both there and back again. May he rest in peace, having taken the secret of his success to his grave.”

<<Exhumed Remains>>

Should the players dig up the grave and exhume the remains of the unknown navigator they will find that they have already been ransacked. A disheveled corpse clutching with empty hands to an artifact that no longer remains.

The Darkwood Maze

After passing through the Brightwood clearing, the forest turns black as night, even if visited in the middle of the day. Little light breaks through the treeline and the air is thick and heavy. Sound in the Darkwood is muffled, dimmed by the thick air and thicker brush that surrounds it. The treeline is a mess of thorns and old branches, covered with dry, crackly lichen and dust covered cobwebs.

<<Navigation>>

The Darkwood consists of a small clearing containing four exits. One each to the North, South, West, and East. Each exit will return the players back to the Darkwood Maze map. Should the

players take the same exit twice in succession (for example, exiting East once, then immediately exiting East again), they will return to the Bright Wood clearing.

The only way to successfully navigate the maze and find the entrance to Tel Nar Deep is to use the scroll that was stolen from the unknown navigator's coffin. The scroll has been split into two halves, one belonging to the Blackmarket Merchant J'ahkran and the other to the Mysterious Stranger located in The Horse's Head tavern and inn.

Tel Nar Deep Entrance

Once the players have successfully navigated the Darkwood Maze, they will find themselves at the mouth of Tel Nar Deep.

An ancient dungeon carved deep into the rock of a cave wall, the maw of Tel Nar Deep is derelict and decayed. Full of cracks and crumbled stone and covered in vines and moss the dungeon itself is ancient.

Despite this, there are in fact the faint traces of foot travel, both coming and going from the stony entry way.

The Stone Door of Tel Nar

A great stone door seals the entryway into the decaying fortress. Across the door are runes reading "Ruler of the Void, Herald of Decay, Son of Northern Darkness. Here Dwell Arak Sa'Ur. Only those touched by his power may enter."

The door will only open when exposed to an artifact containing Arak Sa'Ur's power. The Amulet of Arak Sa'Ur can be found locked away in the sewers. If the door is approached with the Amulet in any of the player's possession, the door will open.

Tel Nar Deep

Level 1

POI's

Hall of Statues

The great stone door opens to reveal a dark, dusty hallway. There are no torches to light the way, but in the darkness four large statues stand tall in small alcoves on either side of the hallway. Each statue seems to portray a different animal with a small plaque at the creature's feet.

At the end of the passageway an even larger statue stands.

Statue of The Chimera

At the end of a hallway is the statue of a strange chimera-like creature, it seems to be a crudely carved fusion of several different animals.

At the bottom of the statue is a plaque that reads:

“The tooth that gnashes,
Talon slashes,
Fang that bites with venom black.

On Wings to glide,
and cunning pride,
o'er stone and branch it's belly slides.

Sly in darkness,
Swift in sky,
Strength unyielding,
Slithers by.

Puzzle Room

<<Exit>>

Opposite of the room's entrance is an exit, although it is sealed tightly. It will only be opened when the puzzle in the room has been completed.

The hallway leads to a large room of stone. To one side is a long stone shelf containing 10 slots. Below it a plaque reads:

“One of strength and one of guile. One of flight and one reptile. If seeking passage, place the stones. Laid in order in their homes.”

Across from it is a statue of Arak Sa'Ur. The statue shows a skeletal man in rich robes clutching tightly to an amulet with one hand and a large staff in the other. The plaque at the statue's base reads:

“Behold, the Lich King, taker of life, bringer of death, holder of the 8th seal, walker of the void between two worlds.”

Finally, in the corner near the far exit is a small chest containing 10 (or 15 if you want to make the puzzle harder) stones. Each stone has an insignia carved onto it, matching those shown

below the puzzle room on the map (as well as matching those on the base of each statue in the Hall of Statues at the entrance).

<<Stones>>

- 2 Feature the Bear's Paw Print.
- 3 Feature the Snake's Fangs
- 2 Feature the Fox's
- 3 Feature the Hawk's Talon

Should you wish to make the puzzle harder, you can add several more stones to add more than the exact amount needed to complete the puzzle.

<<The Puzzle>>

The players must place 10 stones into the correct order in the 10 slots of the stone shelf in the room. The order, matching the clues in the Chimera Statue's poem is the following:

Bear, Hawk, Snake. Hawk, Fox, Snake. Fox, Hawk, Bear, Snake.

Barracks Entrance

A crude wooden door sits at the end of the hallway. Light pours out from the crack beneath the door and the loud chattering of goblins can be heard from within.

Goblin Battle

As the players enter the room the noisy chattering heard within grinds to a screeching halt. All eyes turn from the card table in the far corner to all now visible in the doorway.

The goblins leap from their seats to attack the players.

Roll for initiative.

**Depending on the party size and skill level the attack can range from 2-4 basic goblins to 5+ goblins and/or one or more higher level creatures like bugbears or orcs.

Goblin's Lever

On the back wall of the room sits a large metal lever.

The lever connects to and will open the gate at the eastern end of the hallway, allowing passageway to the stairs that lead to the second level of the dungeon.

Level 2 - Tel Nar Depths

POI's

Trap Door Pits & Switches

Two wide pits separate the landing following the stairway from the expanse of dungeon ahead. The pits are so deep that the bottoms can not be seen, even in bright torch light.

On the wall of each pit is what appears to be a hanging trap door, like a castle's drawbridge, currently laid flush against the wall. (Platform 1 and Platform 2 from left to right).

Far into the distance are two large, paddle shaped lever switches. The first switch will lower Platform 1. The second switch will lower Platform 2. However, if both switches are activated, both platforms will drop, before eventually raising back up flush against the wall.

Should this happen with a player standing on one of the platforms, a saving roll can be offered for reflex, agility, etc, to jump to safety.

<<Generous Option>>

A chain could be described as attached to each platform which could be broken to allow the platform(s) to drop. This will allow parties with limited ranged attacks to cross more easily.

<Challenging Option>>

In a more cruel scenario, you could again describe a chain attached to each platform, however should the players break the chain the platforms will drop and lay flush against the wall, facing down. In this state the levers would no longer be able to control them, making it very difficult for the players to come up with another way across.

This is only advisable if your players have some means (magical or otherwise) of crossing the pits without the platforms.

Maze of The Underdark

A series of pitch black stone corridors that make up the path to the burial chamber of Arak Sa'Ur.

Within the maze lie several traps, dead ends, and the occasional undead encounter. The maze is so old that many of the traps have broken down, already been triggered, or lie in a state of great decay.

<<Encounter and Trap Notes>>

****Depending on the makeup of your player's party and their skill level, this can be approached a few different ways****

<Players That Like To Grind>

For battle hungry players that like to take on a lot of smaller mobs without getting bogged down in as many large scale confrontations you can litter the maze with low level Skeletons and Ghouls to slaughter with minimal functioning traps.

<Players That Like Stealth>

For players that love to sneak and avoid combat, place a handful of more powerful undead monsters at different corners of the maze and have them "patrol" the area, requiring your players to sneak around them and avoid detection.

For greater difficulty, use a mixture of single-straight-hallway patrollers that only pass one or two hallway exchanges as well as one or two monsters that roam the entire maze.

For an even greater challenge, have plenty of still-functioning traps to trigger that will alert nearby patrolling monsters to the player's presence.

<Players That Prefer To Explore>

For players that are not as interested in combat or stealth, make encounters minimal and focus on identifying which traps are still active and solving The Adventurer's Pendant instead.

****For an additional challenge to any above approach, instead of revealing the map with the Fog of War tool, keep it concealed and require the players to chart their own map as they travel.****

A Ghost In The Maze

At the farthest northern point of the maze is the ghost of an ancient adventurer. His ghostly garb is that of many hundreds of years passed. Behind him is a great stone door.

This apparition feverishly guards the stone doorway and cannot be defeated without his pendant. He is tethered to the area surrounding the door by an unknown force and will not go beyond the glowing purple runes on the floor surrounding the area.

He is capable of dividing into multiple bodies to ensure no one makes it past him to reach the doorway.

<<Without The Pendant>>

Should the players approach him without the pendant in their possession he will scream incoherently at them when they approach, pacing back and forth, and run up to stop any who approach from moving beyond him to the doorway. He will occasionally shout "Where has it gone?? Why has she left me???"

<<With The Pendant>>

If the players approach him with the pendant he will focus intently on the player carrying it. If it is visible, he will scream "THERE IT IS, YOU HAVE FOUND IT!!!! RETURN IT TO ME!!! RETURN WHAT IS MINE!!!"

If not carried visibly, he will simply focus on the player carrying it, possibly shouting "YOU, YOU HAVE SOMETHING, WHAT DO YOU CARRY??"

Should the players mention the pendant, or remove it to show him, he will rush forward and grab it from the player holding it.

Once calmed by the return of the pendant, the ghost will regain his wits and talk to the players.

"Oh my...what..where am I? My god...how long has it been?"

After all these years trapped within these walls I had begun to lose my mind...Thank you so much for returning this pendant to me. I came here long ago seeking the treasure of the Lost Kings, only to die here like a fool.

Of course, that was long before that foul necromancer invaded this place and made it his own. He cast the runes here that kept me away from my pendant. He also raided the treasures of the Lost King that was once buried here before collapsing the walls of his tomb, sealing the doorway with the rubble.

Do you seek this creature out?

Slaying him would be no easy task, but surely it would be a noble one. There is a passageway I had found in the years I roamed these halls before being sealed to this room. I believe it is where he has created a chamber of his own.

If you truly seek to destroy him, I will lead you there."

The players are led to the Hidden Passageway

The Adventurer's Pendant

In the farthest edge of the south west corner of the maze are the remains of the ghostly adventurer.

Long since laid to rest, it is nothing more than bones and scraps of fabric. A tattered note lies in one skeletal hand, the other gripping tightly to a small locket hanging from his neck.

The note reads, "Alas, in search of gold I have found only death. This maze is to be my tomb,

for within it I will never again feel the warmth of the sun nor hear the shining voice of my wife. Such a pitiful death. Goodbye my love. I clutch your pendant tightly in hopes of seeing you once more in the afterlife.”

Hidden Passageway

As indicated on the map, there is a fake wall here that leads to the altar room of Arak Sa’Ur. The wall appears perfectly normal, however, should a player attempt to pass through it, they will do so without resistance. There is nothing to indicate the wall is false beyond a well rolled check of an arcane nature specifically attempted on the wall / “dead end.”

The Altar of Arak Sa’Ur

Beyond the false wall in the maze lies a hidden passageway, a tunnel crudely carved out from the dirt and stone behind once was what a normal section of the maze.

The tunnel opens up into a large, carefully carved chamber. Toward the back of the chamber is a massive statue of a cloaked skeletal man looking into a deep purple sphere. At the foot of the statue is a plaque, on which the following is inscribed:

“Arak Sa’Ur, Litch King, Ruler of The Undead, The One Who Lives Beyond Death, Keeper of The Amulet, Father of Plague, Lord of Shadow.”

<<The Amulet>>

Once the statue’s plaque has been read, the presence of the Amulet of Arak Sa’Ur will cause the room to shake and rumble as a large doorway behind the statue opens, leading into the burial chamber of Arak Sa’Ur.

The Tomb of Arak Sa’Ur

<<Room description>>

<<Approaching The Tomb>>

As the players approach the large stone tomb the walls of the room quake and rumble. A black cloud forms and begins to swirl above it, growing larger with wisps of purple lightning crackling around it.

As the swirling cloud begins to turn, sickly green cracks form in the stone lid. An electric green light breaks out through the cracks before the entire piece explodes outward.

As the dust settles, a tall, gaunt figure stands before the players. Enrobed in a cloak of fog that cascades down the steps and envelopes the floor of the chamber it steps forward.

Raising a long sinewy hand it reaches out and gestures to the players with crooked boney fingers.

“Why?” He asks, pausing as though groggy, awakened abruptly from a long rest.

“Who are you to awaken me. To rouse me from my slumber and raise me before my chosen time? Do such pitiful creatures truly wish to hasten their journey to the world of the dead?”

<<Alternate ‘Greeting’>>

Should the players have killed The Enslaved before entering the tomb and facing Arak Sa’Ur, replace the above opening dialog with the following:

“Why?” He grumbles, pausing angrily with a snort.

“You who have slain my servant, my primordial pet, my warrior slave, my Ungoloth. You who defile my chambers with the foulness of your presence. You who seek to disturb my rest, only to hasten your journey to the world of the dead!

What have you to say before your mortality is taken and your lifeless flesh is claimed by the greatest and King of all Undead, the master of the void, the father of shadow, Arak Sa’Ur??”

You can choose to entertain a brief dialog between Arak Sa’Ur and the players, or simply have them roll for initiative.

Encounter

Arak Sa’Ur

Arak Sa’Ur, the Lich King reborn.

Risen from the grave, this undead master has a variable level of difficulty depending on both existing campaign actions as well as player level and skill set. Below the combat tiers is additional information concerning The Enslaved and its relationship to this battle.

<<Arak Sa’Ur In Combat>>

[Tier 1] - For lower level players or groups ill equipped to battle an undead caster

Forcibly summoned far before his preparations could be completed, Arak Sa’Ur is a shadow of his former power. Furious with the players for awakening him early, he focuses his attacks on the nearest threat, attacking only one player at a time.

He is able to summon a small number of weak undead and can cast a magic missile like attack with light necrotic/undead/unholy attributes. He has boss-level HP but low damage resistance. Holy attacks deal 2x damage to him. Should he summon The Enslaved, if the players kill Arak before The Enslaved, The Enslaved will immediately vanish from combat, returned to The Void.

[Tier 2] - For intermediate level players, or groups that have advantage against the undead

Forcibly summoned before his preparations could be completed, Arak Sa'Ur is in a diminished state of power. Although furious at the players for awakening him early, he will split focus on his attacks between multiple players, attempting to stay out of range of distance combatants, as well as avoiding contact with holy-damage dealing players.

He is capable of summoning a fair number of basic undead in small batches throughout the battle. Once he is bloodied he may summon one larger batch of basic undead or one very large batch of weak undead. In addition to a necrotic/undead magic missile like attack, he is also capable of creating a 2x2 square necrotic acid patch (1d4 damage each turn within), as well as access to limited teleportation (1-4 squares, once every 4 turns).

He has boss-level HP and moderate damage resistance. He takes 2x damage from holy attacks. He can not be poisoned. Should he summon The Enslaved, if the players kill Arak before The Enslaved, The Enslaved will immediately vanish from combat, returned to The Void.

[Tier 3] - For high level players, especially those with advantage against the undead

Summoned only a few months before his preparations could be completed, Arak Sa'Ur has managed to summon a large portion of his former power. Although upset for rising before attaining his full power, he is level headed and will split focus amongst the group, moving between targets as needed - responding to the greatest current threat, avoiding ranged attacks when possible, and avoiding players with advantage against the undead whenever possible.

He is capable of summoning multiple basic and a few advanced undead creatures throughout the course of battle. Once bloodied he may summon one large batch of basic undead with 1-3 advanced undead as 'leaders.' In addition to a necrotic/undead damage dealing magic missile like attack, he is also capable of creating a 4x2 square necrotic acid patch (1d4 damage each turn within) that poisons those who enter it, and a powerful physical attack with his staff. Once every two turns he can teleport 1-4 squares, even if grappled or prone.

Additionally, once during combat, he can send one player to the void for 3 turns, where they are unable to interact with combat or the other players. Any players that fall to 10 health or less must roll against fortitude (or similar stat) to avoid possession. If possessed, they will fall under the control of Arak Sa'Ur for each turn until they pass a saving throw.

He has boss-level HP and AP and only takes 1.5x damage from light/holy based attacks. He takes ½ damage from fire attacks and can not be poisoned.

**When 25 health or less remains, he will automatically summon The Enslaved, if the creature has not already been slain by the players. Summoning The Enslaved will transport both the players and The Enslaved to battle within The Void (Map Linked from within the Tomb).

Once The Enslaved is defeated, players will return to the Tomb Room.**

[Tier 4] - For Elite level players

As the amulet calls to Arak Sa'Ur, slumbering within his tomb, he awakens. Although momentarily groggy, the Lich King has regained his full strength and emerges before the player an awesome sight to behold. Eyes ablaze with the green and black flames of the Underdark, he stands tall before the players. He is tactical and precise, first banishing any holy/light players to The Void for 3 turns, where they are removed from combat and unable to interact with the other players.

He will then turn his attention to the next greatest threat. Any players with an evil alignment must complete a saving roll. If failed, they will fall under the control of Arak Sa'Ur. At the start of each turn, all possessed players will make a saving throw, remaining under Arak's control until passing it.

He is capable of summoning an impressive amount of basic undead creatures as well as several advanced undead creatures, up to 10 at a time. Once bloodied he will automatically summon The Enslaved (if not yet slain by the players), or any high level undead creature (1) if The Enslaved has already been slain. Summoning The Enslaved will transport both the players and The Enslaved to battle within The Void (Map Linked from within the Tomb). Once The Enslaved is defeated, players will return to the Tomb Room.

His attacks include a bolt of pure necrotic energy, cast akin to magic missile; an acid trap measuring up to 4x4 grid squares that reduces movement speed by half, does 1d6 damage each turn, and poisons those who enter; a powerful physical attack with his staff, and a quake inducing ground attack that knocks players prone against a reflex-like check. Once every 3 turns he is capable of teleporting 1-4 squares, even if grappled or prone. Any player grappling Arak will take 1d4 of necrotic damage each turn.

He has epic tier HP and AP, takes 1.5x damage from holy/light attacks, and takes no damage from poison based attacks.

<<The Enslaved>>

(The Enslaved's combat stats can be found in his own NPC Link on this map)

Having already slain The Enslaved will automatically reduce Arak Sa'Ur's power by one tier from the above ranks (minimum Tier 1). Should The Enslaved not be killed before battling Arak Sa'Ur, one of three options are available

- 1) Arak Sa'Ur can summon The Enslaved to his Tomb to join the battle against the players (some tiers have automatic summon conditions for this)
- 2) The Enslaved can break free of his chains in the Secret Dungeon and begin to tunnel to the surface once Arak has been defeated, forcing the players to hurry back to town to battle it in the Dungeon (if they get there before he tunnels out) or in the village (if he has already made it to the surface)
- 3) The Enslaved can be left, hidden away in the Secret Dungeon, to be called upon in a future campaign. He could be used to resurrect Arak Sa'Ur, awakened but kept in chains and used to poison the mind of Lord Oren or his Advisor, or simply left alone in his cell to be discovered by the players on their own.

The Enslaved

The Enslaved is a bipedal, Large (or other 2x2 grid square equivalent) monster. Although it has an ancient native tongue, it was silenced when it was originally summoned and enslaved by Arak Sa'Ur. Without the control of his master, The Enslaved will blindly attack and pursue all nearby units (player and NPC alike).

Due to its size and the design of the dungeon chamber it is imprisoned in, The Enslaved will not fit through the exit and would have to bore a hole out to escape, which would take a great deal of time.

<<Combat Notes>>

Depending on the level of your players, The Enslaved's hitpoints and damage can be adjusted by adapting one of the following health states:

- 5) Emaciated - After hundreds of years of imprisonment, held in motionless stasis, The Enslaved has grown thin and weak. A shadow of its former strength, it is limited to basic melee attacks and has low combat stats.
- 6) Weathered - Although imprisonment has been hard on The Enslaved, its primordial nature has helped to preserve some of its strength. Although only approximately half of its original power remains, it is still capable of strong melee attacks, grappling and throwing PCs, a negative buff inducing roar attack (use when bloodied), and a single magical projectile attack. It has moderate combat states.
- 7) Lessened - Despite centuries of imprisonment, the primordial nature of The Enslaved has preserved a great deal of its power (approximately 75%). In addition to bolstered

stats, it can also tear chunks from the floor and walls to use as projectiles, has moderate resistance to fire and magic (you may want to consider certain magic schools as an exception depending on your party), and can occasionally belch a blast of black flame with a small cone of attack. It has strong combat stats.

- 8) Unaffected By The Passage Of Time - Despite centuries of imprisonment, the returning power Arak Sa'Ur combined with The Enslaved's primordial nature has ensured no loss of power from the beast's original summoning. In addition to the above movesets, it has exceptional strength, is nearly completely resistant to fire, and can breath a black flame attack nearly at will. It has heroic combat stats.

The Void

The Void is a celestial plane that exists between dimensions. Adapting to the lifeforms that enter it, The Void will sustain any atmosphere necessary as well as creating an invisible but solid platform for all creatures to stand upon. Gravity acts as normal, however it is only 2/3rds as strong as normal.

Once Defeated

Finally Vanquished, Arak Sa'Ur falls to the ground, his remains crumbling to dust. A piercing scream is uttered and fades out as his body decays and the walls and floor of the room rumble and quake.

The Tomb of Arak Sa'Ur cracks and breaks apart. A large stone block behind the crumbled tomb begins to splinter, revealing a bright, white light. As the wall falls into rubble a path is revealed beyond it leading to a small room.

The room is lit by a warm, soothing torch light. In the center lies a chest, covered in dust and cobweb. It's lock is so old and rusted that it falls apart at the touch. Within the chest is an ornately carved statue of a dragon, cast in gold and adorned with brilliant jewels. Strange in style, the origins of the statue are a mystery beyond it's clearly ancient age.

Behind the chest is a ladder. Climbing the ladder will lead the players back to The Bright Wood.

****Note:** Please see Lord Oren and Advisor Embranor's NPC Links for additional Post-Victory dialog.**

Wracked with guilt over the murder of the wrongfully accused's wife (who was not intended to be slain, but imprisoned, however she resisted, the husband suspected foul play, etc), the town's Lord is held hostage in his chambers by the elite guard - ordered by the Lord's advisor.

The Advisor means well, but fearing the curse of the enslaved, has resorted to drastic measures, killing the woman and jailing her husband to cover it up.

The Enslaved, held prisoner in the Jail's secret dungeon, has been imprisoned under Town Hall for 500 years. Unable to be slain by the adventurer's who battled it, it was captured and imprisoned by the great traveling adventurers known as the Swords of Tal Baek.

Conjured by the lich king Arak Sa'Ur, he is an everlasting link to his dark power in the mortal realm. Slaying the beast will substantially lower the power of Arak in battle. Unslain, the beast can be summoned by Arak during battle.

The Amulet of Arak Sa'Ur reacts when the player's bring it to his tomb, opening his burial chamber and forcing the not-yet-fully-reborn litch king into battle with the players.

Wrongfully Imprisoned Backstory

The Wife:

While out picking wild flowers, Malek's wife Temora noticed an unusual flower growing at the northern edge of the village. It was beautiful, a pale violet-blue in color and almost cold to the touch. It seemed otherworldly. As she walked out farther to find more, she found herself drawing nearer and nearer to the mouth of The Ancient Wood. She trembled for a moment at the growing closeness, but the flower's scent was so wonderful and she only needed a few more to complete the wreath she had decided to make with them.

As she drew closer to the woods she thought she heard something. Footsteps perhaps? But surely this was impossible. The woods have been lifeless for generations. No one dared step foot in them, least of all this close to dusk.

A few minutes later she heard it again, this time it sounded closer. As she looked up from her flower basket she saw what she thought had to have been the shapes of two men, walking through the thickets of thorns just beyond the forest's treeline.

Their gait was heavy and although they were manlike in shape, they were much larger and seemed to be grumbling about something to each other in a strange tongue. At this sight she let out a faint cry and ran, dropping her basket behind her.

Without stopping she fled all the way to Lord Oren's throne in the town manor. Hysterical she crashed to the ground before him, regaling her tale to the Lord and his advisor Tal'a Embranon.

At hearing her story the eyes of both men grew wide. Although Lord Oren tried to console Temora his voice trembled.

“Who else have you told of this my dear?” he asked.

“No one my Lord, save only you. I came here straight away after what I had seen.” Temora answered.

Tal’a looked sternly toward the Lord, meeting eyes, Lord Oren met him with a solemn nod. With a quick wave of Tal’a’s hand two guards swept forward, grabbing Temora by the arms.

“My Lord? I do not understand?” She said.

“I am sorry my dear. Truly I am, but the matter is out of my hands.”

Before Lord Oren had finished his sentence Temora was already dragged halfway across the room, on her way to the lower cells of Telam Jail.

The Incident:

His brow arched with concern, Lord Oren turned to his advisor. “Tal’a, what will we do? Can it be? Can life possibly stir in that awful place once again?”

“No my Lord, it is impossible.” Tal’a said, lying through his teeth. “The woman is hysterical. Give her the night in a cell to calm down. We can’t have her sending the village into a panic over what must not...what can not be true.”

“I...I suppose you are right Tal’a.” Lord Oren said. “Poor Temora. She deserves no punishment for this. Malek will be furious.”

“Deserved or not, the matter must be treated as seriously as if Arak Sa’Ur himself were at our own doorstep. Fear not for her husband’s anger, I will speak to them both myself. The situation will be handled, my Lord.” Tal’a replied in a harsh tone.

“Ugh, I care desperately not to hear that name, Tal’a. I hope you are right...thank you. It grows late, let us all get to our chambers and get rest. We shall see this situation set right in the morning.” Lord Oren said wearily.

“Of course, my Lord. Good night to you.”

Awoken by a crash, Lord Oren sprang to his feet. His sleep was without rest as his mind was filled with nightmares. The sudden jolt that pulled him from his uneasy slumber had flooded his mind once again with the events of the previous night.

Rushing to dress he practically ran down to the throne room below. What awaited him was Tal'a, standing beside the throne with arms outstretched in anger, as two guards wrestled with Temora's husband Malek.

"What do you mean, I can not see my wife?!" Malek shouted at the advisor. "Where is Lord Oren?? What has he to say about this madness?!"

"I am here, please, be calm Malek." Lord Oren offered in a pleading tone, rushing into the room. "Guards, please, release Malek at once! The man has committed no crime, he is not to be held in anger before my throne!"

"My Lord." Tal'a interjected. "Malek had sought to attack me. The guards were only acting in my defense."

"Nonsense, why on earth would that be necessary. And why have you not allowed Malek to see his wife? And why was I not awoken immediately to begin with? No action was to be carried before this morning's council." Lord Oren said, now as irritated as he was confused.

"My Lord....There was an...incident last night. I feel it would be best discussed in private." Tal'a said meekly.

"What has happened to my wife?! Tell me, Lord Oren, please!" Malek begged.

"Tal'a, tell me immediately what this is about!" Lord Oren shouted at his advisor.

"Lord...I'm afraid...I'm afraid Temora is dead." Tal'a squeaked. "She must have snuck a weapon of some kind into her cell, for when the guards found her this morning she laid dead, her wrists slit at her own hands. I am deeply sorry."

"WHAT?!" Lord Oren shouted, barely audible over the cries of Temora's husband Malek. "This, this is unacceptable! Inexcusable! How could this have happened!? Where is the Warden?? I must speak to him! I will have his head for allowing this to happen!!"

Making a quick glance at the guards, Tal'a nods toward Malek and then Lord Oren. Malek is escorted away as Tal'a turns to Lord Oren.

"I'm sorry my Lord, but I can not allow that to happen. No one must know why the woman was imprisoned, let alone that she has died...that she has taken her own life over it. You are hysterical sir. I am afraid I must place you under orders of strict bed rest, for your own good. The guards will see you to your room." Malek hissed.

“This is ridiculous, preposterous! Guards, what are you doing?? Why are you allowing this?? I am your Lord, I command you, release me at once!!!”

With that, the Lord was forcefully escorted to his chambers, where he is now kept under lock and key. Hours later it was announced to the town that Malek had been imprisoned. Found guilty of the murder of his wife, Temora. To be jailed immediately and allowed no visitors until his coming execution.