

INFINITASDM

Adventurer's Kit

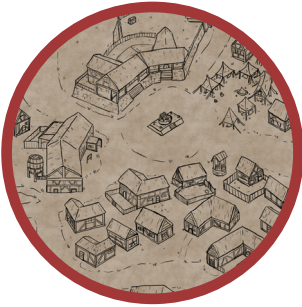


Quest Guide



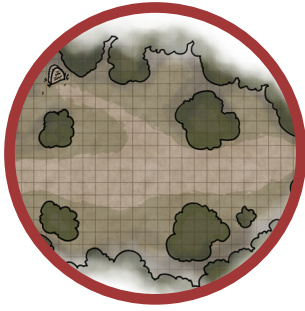
Atom Switch, Inc.

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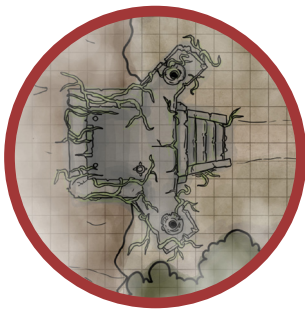
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Telam Village



Quests

J'ahkran

Finding J'ahkran

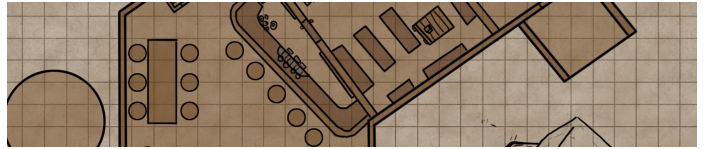
- Learn of J'ahkran from various NPCs
- Obtain Key to Jail Cells (Cleansing The Bones Quest)
- Get Password from Empty Jail Cell Hidden Stash
- Use Password on group of trees behind Telam Market

A Soul Once Lost

- Speak with J'ahkran in his hidden shop in the trees behind the Telam Market and begin the Quest.
- Enter the Sewers from the Horse's Head (Lost Keys Quest for access), Lake Drain, Well (via Rope or other means to descend), the sewer grate to the east of Telam Market, or any other entrance.
- Find and breach the false wall (a holy seal).
- Enter the Pit of Bones and find the Child's Remains.
- Obtain the Soul Gem from the remains and exit the Pit of Bones.
- Return with the gem to J'ahkran and receive 1/2 of the "Darkwood Scroll."

Notes:

Horse's Head



Quests

Blake Bartle

Lost Keys of The Surly Drunk

- Speak with Blake and listen to his angry rant. After he finishes, ask him about his lost keys and if he needs help finding them.
- If pressed for details, Blake will suggest speaking to the barmaid, Janrae, who will inform the players he last lost them down the drain into the sewers.
 - Enter the sewers by way of any sewer access point, or take on the Sewer Rat quest from Janrae to access the sewers directly from the Horse's Head's cellar.
- Find **Blake's Keys** just to the east of the Tavern access point, near the center of the map.
- Return the keys to Blake to complete the quest.

Notes:

Janrae Tullgraph

Rats in The Cellar

- Speak with Janrae and ask if there is anything she needs help with.
- Accept quest to cleanse the Cellar of the oversized rats and obtain the **Cellar Key**.

...

Rats in The Cellar (cont.)

- Using the Cellar Key, access the Cellar and defeat the 3 groups of oversized rats within.

Optional Extras:

- Continue into the Sewers via the access point in the Cellar.
- Defeat the oversized rat encounter just East of the Cellar sewer access point.
- Navigate to the North-Eastern most corridor to find the **Ratmother**.
- Defeat the **Ratmother** to complete the quest, stopping all oversized rats from returning to the Cellar.

Notes:

Trobol Nefwir

Woe To Malak

- Approach Trobol, sitting in the bottom left corner of the tavern to overhear the song he is singing about Malak, "the wrongfully imprisoned."
- After listening to his song, Trobol will tell the players about Malak, who he says has been wrongfully imprisoned.
- The quest can be continued by talking to Advisor Embranor or Visiting Malak in his cell at the Town Jail.

-See Town Jail or Telam Hall for more-

Mysterious Stranger

Opening Discussion

Complete 3 of the following to gain trust

- Help the Surly Regular find his keys
- Destroy The Ratmother
- Find Arak Sa'Ur's Amulet in the Sewers
- Obtain J'ahkran's Darkwood Passage 1/2 scroll

A Stranger's Trust

- In order to open a dialog with the Mysterious Stranger, the players must complete a number of quests around town to prove their worth to him.
- Complete at least 3 of the above quests to trigger the "Darkwood Passage" Quest.
- Mentioning the Ancient Wood will also trigger dialog informing the players that they must "make a difference" around the town to gain his trust.

Darkwood Passage

- Once 3 or more of the above quests have been completed the Mysterious Stranger will say he'd like to help the players but they must find the Black Market Merchant (J'ahkran) and obtain his Quest Reward (1/2 of the Darkwood Scroll).

(See J'ahkran on page 3 for more details)

- Once obtained (or immediately, if they already have J'ahkran's scroll) he will provide them with the other 1/2 of the Darkwood Scroll along with an explanation on its use.

Notes:



Quests

Apothecary Owner

Cleansing The Bones

This Quest is started by either the Jail's Warden or Advisor Embranor.

- Once the Quest has been given by the Warden or Advisor Embranor, proceed to **Telam Market** to speak with the Apothecary Owner.
- Obtain the basic herbs from the shop owner and instructions to find **Mandala Blossom** and **King's Root**.
- **Mandala Blossom** can only be obtained in at the **Wood's Entrance** at night.
- **King's Root** must be obtained from the lowest level of the **Oren Family Barrows**, located in the **Graveyard**.
- Return to the Apothecary Owner with the required ingredients and she will mix the **Cleansing Potion**.
- Use the **Cleansing Potion** on the skeletal remains within the jail cell to cleanse the cell and complete the quest.

Notes:



Quests

Warden Talberak

Cleansing The Bones

This Quest is started by either the Jail's Warden or Advisor Embranor.

- Speak to the Warden about the cell containing bones, or ask if the Warden needs help with any tasks.
- The Warden will direct the players to speak with Advisor Tal'a Embranor in **Telam Hall** for further details.
- Once the cleansing potion has been obtained (see "Cleansing The Bones" on the previous page) the players will receive the **Cell Key**, allowing access to the six cells nearest the Jail's entrance.
- Use the **Cleansing Potion** on the bones to complete the quest.

Notes:

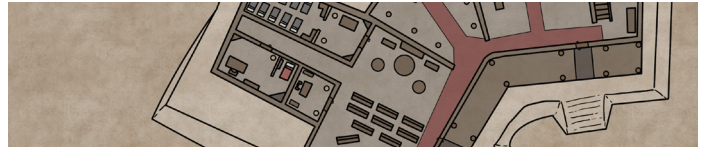
Malak Drabark

Wrongfully Imprisoned

- Speak to Malak and hear his tale of wrongful imprisonment.
- Investigate the **Wood's Entrance** and find the missing **Flower Basket**.

-To continue this quest, confront Advisor Embranor with the basket-

Telam Hall



Quests

Tal'a Embranor

Cleansing The Bones

- Speak with Either the Warden or Tal'a about help or mention the quest provided by Warden Talbarak to begin this quest.
- Tal'a will direct the players to the Apothecary Owner to obtain the required items to continue the quest.

-See [Telam Market](#) on Page 8 or the Warden on Page 9 for more details-

Wrongfully Imprisoned (cont.)

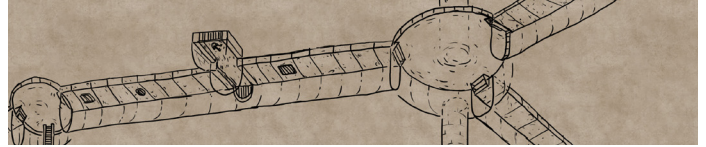
Tal'a will initially deflect any attempts to broach the subject (see his NPC Link for details) until proof is provided in the form of Temora's [Flower Basket](#).

- Obtain Temora's [Flower Basket](#) from the [Wood's Entrance](#) of the Ancient Wood and bring it to Tal'a as proof to back up Malak's claim.
- [Easy] - Tal'a breaks down and confesses a partial truth leading to "(forest quest)"
- [Difficult] - The petals found within the basket must be identified as Moonblossom petals before Tal'a will accept the truth and confess.
- The Quest "[Enter The Forest](#)" will then be offered to the players.

(Should Tal'a be killed, this quest can be received from Lord Oren)

Notes:

Telam Sewers



Quests / Key Items

No quests are started in the Sewers, but several quests pass through or end here. The Sewers also contain several key items.

Blake's Keys

Lost Keys of The Surly Drunk

- Blake Bartle, the surly drunk found in The Horse's Head, has lost his keys, which can be found just East of the **Tavern Cellar's** Sewer entrance.

The Soul Gem

A Soul Once Lost

- The Soul Gem that J'ahkran requires for "A Soul Once Lost" can be found in the hidden alcove just after the bend in the Sewers after entering from the lake pipe entrance.
- The alcove, bone pit, and gem are hidden and sealed by a protective holy barrier that must be broken. A book on breaking seals can be obtained from the Bookmaster in the **Telam Market**.

The Ratmother

Rats In The Cellar (Extended Completion)

- After slaying all the rats in The Horse's Head **Tavern Cellar** as well as the rats just East of the **Tavern Cellar's** Sewer entrance, the **Ratmother** must be slain to complete the optional extended objective and stop the rats from returning.
- The **Ratmother** can be found and slain in the North-Eastern most corridor of the Sewers.

The Chest of Wonders

(No Direct Quest)

- A false brick wall is located where the Western most tunnel of the Sewers seemingly comes to an end.
- Behind the wall is a spike trap that must be crossed, leading to The Lost Treasure Room, containing **The Chest of Wonders**. The chest contains a unique item for each player that opens it.

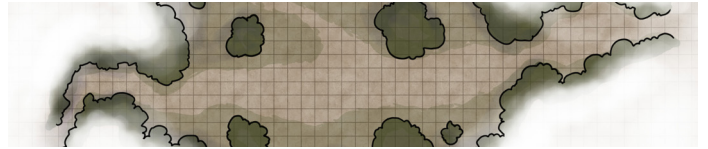
Amulet Room

Although not directly tied into a specific quest, the Amulet Room contains the Amulet of Arak Sa'Ur, which is required to access Tel Nar Deep.

(No Direct Quest)

- The Amulet Room is located behind the old wooden door between the Bone Pit and Town Well Sewer entrance in the Sewers. The door can be easily breached by force.
- Once the Amulet Room has been entered, the players must defeat an encounter with undead summons.
- After defeating the undead summons, the Amulet of Arak Sa'Ur can be obtained from the chest within the room. The amulet is required to gain access to Arak Sa'Ur's tomb located in Tel Nar Deep.

Notes:



Forest Guide

Woods Entrance

Moonblossom Flowers

- Moonblossom Flowers can be obtained for "Cleansing The Bones."

Temora's Flower Basket

- Temora's Flower Basket can be obtained for "Woe To Malak/Wrongfully Imprisoned."

The Bright Wood

Headstone Of The Navigator

- The original location of the complete **Darkwood Scroll**, now just a clue to the scroll's existence.

Darkwood Maze

Two items are required to navigate the Darkwood Maze. The Left and Right half of the Darkwood Scroll.

Navigating The Maze

- Obtain the left half of the **Darkwood Scroll** from the Mysterious Stranger in The Horse's Head tavern area.
- Obtain the right half of the **Darkwood Scroll** from J'ahkran after completing "A Soul Once Lost."
- Once both halves have been obtained, use the left half to decipher the directional instructions on the right half and navigate through the maze.

-Note: To leave the woods players must exit the map in the same direction twice-

The Mouth of Tel Nar Deep

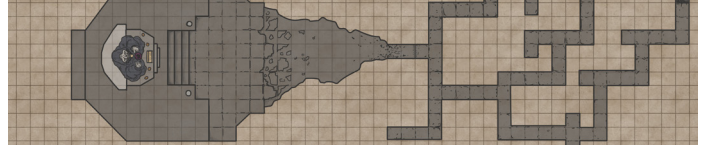
A great stone door seals the entrance to Tel Nar Deep. The Door can only be opened when presented with the Amulet of Arak Sa'Ur.

Amulet of Arak Sa'Ur

- The Amulet of Arak Sa'Ur must be obtained in the Sewers. See page 12 for more details.

Notes:

Tel Nar Deep



Dungeon Guide

Tel Nar Level 1

The entryway to the dungeon features a hall of four statues and a fifth statue at its end. The emblems featured on the base of each statue (see Tel Nar Statues map) are a central element to the Puzzle Room's gate puzzle.

Hall of Statues

- Note the emblems on each of the four statues in the hallway:
 - Bear Paw -Cobra Hood and Fang
 - Fox Paw -Hawk Claw
- The riddle that must be solved for the puzzle is on the chimera statue at the end of the hallway.

The Puzzle Room

- The rules of the puzzle are laid out in the player-visible puzzle room POI Map Link.
- Referencing the statues and their emblems, place the stones into the correct order as described in the chimera poem from the Hall of Statues. The correct order is as follows:

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

Tel Nar Barracks

- As an alternative to completing the puzzle, the second level can also be accessed via combat through a switch in the dungeon's barracks.
- Defeat the encounter located in the Barracks and activate the Goblin's Lever located on the wooden shelf on the north wall of the barracks to open a gate leading to the stairs to level 2.

Tel Nar Depths - Level 2

Two 5 square pits await the players at the start of the second level of the dungeon. Crossing them can be made easier by a pair of distant switches.

Crossing The Pits

- Two long pits await the players at the start of the second level of the dungeon. The pits can be crossed with any means your characters can come up with to traverse the distance, including the 2 switches found farther down the hallway that can be triggered by any projectile force.



Paddle Switches

- Across from the two pits are two paddle switches. These switches can be activated or deactivated using any projectile or similar force.
- Activating the first switch will lower platform 1.
- Activating the second switch will lower platform 2.
- If both switches are activated at the same time, both platforms will drop, before eventually resetting and raising back up vertically against the wall.
- **Helping Option:**

A chain can be described as attached to each platform. Breaking the chain would allow the platforms to drop into place. This will allow parties with limited range capabilities or limited sight capabilities to cross more easily.

- **Challenging Option:**

To make the situation more difficult, the same chain mechanism could cause the platforms to fall completely, dropping flush vertically against the wall, permanently broken.

This would require players to use another means to cross the chasm such as teleportation, acquiring and bringing some kind of rope bridge or grappling hook, etc.

Maze of The Underdark

A series of pitch black stone corridors have been repurposed from the original builders of the dungeon. This maze must be completed for the players to reach Arak Sa'Ur.

Depending on the makeup of your party and the player's skill and interests, the maze can be approached a few different ways.

Players That Like Combat

- 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 hand full 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 Like 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. Unless the players can find their way through the secret passage on their own, they will need to help the fallen spirit find peace.

A Memory Reunited

- In order to sooth the ghost, the players must find and deliver his lost **pendant**, located in the South Western most corner of the maze on the dead adventurer's remains.
- Approaching the ghost without the pendant will trigger dialog that clues the players in on the ghost's missing item.
- Approaching the ghost with the pendant will trigger dialog moving play forward.

Hidden Passageway

- The ghost will lead the players to a false wall that is obscuring a hidden passageway out of the maze, leading to the Altar of Arak Sa'Ur.
- Once the players approach the Altar with the **Amulet of Arak Sa'Ur** and the statue's plaque has been read a stone door will open behind the statue leading to the burial chamber of Arak Sa'Ur.

The Tomb of Arak Sa'Ur

- Approaching the tomb will trigger the dungeon's final battle with Arak Sa'Ur.
- There are two possible awakening speeches depending on whether the players have discovered and slain **The Enslaved** or not.

This is covered in detail within the POI Map Link for Arak Sa'Ur's Tomb.

Notes:

Battling The Lich King



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 skillset.

Difficulty 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 lite 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.

Difficulty Tier 2

-For intermediate level players, or groups that have advantage against 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 blooded 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 (1 d4 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.

Difficulty 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, Arak will automatically summon The Enslaved, if the creature has not already been slain by the players. Summoning The Enslaved will transport the players and The Enslaved to battle within The Void-

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

Difficulty 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 players 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 4 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.

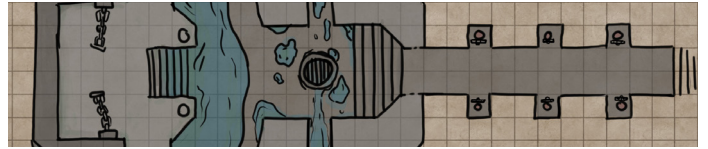
Victory, At Last

- Once defeated, the tomb will begin to crack and crumble, though it will remain standing.
- An entrance is revealed behind the Tomb granting the players access to a treasure chest as well as an exit that takes the players back to The Bright Wood.

Note: Additional post-victory dialog can be found in Advisor Embranor and/or Lord Oren NPC Map Links at Telam Hall.

Notes:

Telam Dungeon



Secret Quest

The Enslaved

(No Direct Quest Connection)

- The Enslaved is located in the Telam Dungeon, a secret prison cell located beneath the town Jail. Access can only be obtained by breaking in via the Sewers or by killing the Jail Guards and breaking in from the Jail.
- Awakening The Enslaved without slaying it will have various consequences if the players do not pacify it before leaving using the Water Control Valves to flood the room.
- Should the players enter through the Sewers and Exit via the Jail, they will be questioned and detained by the Warden.

Water Control Valves

- The Water Control Valves regulate the flooding and drainage of The Enslaved's cell. They are used to pacify The Enslaved if it has been awakened.
- 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.

Notes: