

DUNGEON VAULT MAGAZINE

Doon-Touched Principalities

No. 47



HIGH RESOLUTION MAPS
VTT-ROLL20 MAPS





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MOON-TOUCHED PRINCIPALITIES

The sun and moon reign in these lands, celestial forces and mortal valor intertwine. Here, the tides of destiny are ever shaped by light and shadow.

Saravenna's Precept



The Moon-Touched Principalities, a mystical archipelago, are dominated by two principal islands: a crescent moon-shaped island and another that mirrors the radiant sun. The crescent moon island, surrounded by several smaller isles, is the region's heart, with Saravenna as its main settlement and the Seat of the Moon Prince.

This second island houses the imposing Onyx Keep, the Seat of the Sun Prince. Together, the Moon Prince and the Sun Prince govern the principalities, striving to ensure the prosperity of their people, despite their often differing philosophies and approaches to leadership.

LIFE AT THE SEA

FISHERMEN AND MARINERS in the region benefit from the rich fauna that the sea offers. But the waters of the principalities teem with extraordinary and perilous creatures beyond the common marine life. Sahuagin, water elementals, mermaids, and colossal sea beasts such as giant squids and octopi inhabit the depths. Both princes are seasoned in defending their realms and maintaining peace amidst these formidable inhabitants.

However, a recent alignment of distant planets has disrupted the status quo, inciting the sahuagin into an unprecedented frenzy of violence. This celestial phenomenon, occurring only once every several thousand years, has awakened their goddess, an enigmatic deity of the stars, manifesting her rage through the sahuagin, making them a formidable and irrational threat.

The two princes are eager to spring into action, but this time, they are at odds about how to deal with this. Both have a complete opposite approach for the matter.

THE DILEMMA

FACED WITH THIS unprecedented menace, the Moon and Sun Princes are at an impasse. The former, angered by the sahuagin's lawlessness and violence, seeks retribution and wishes to eradicate the threat decisively. Conversely, the latter, convinced that the sahuagin's aggression stems from a deeper cause tied to the planar alignment, advocates for understanding and resolution.

He would rather investigate the root of the sahuagin's madness, hoping to find a way to quell their fury and establish a historic alliance between the terrestrial and aquatic denizens of the principalities.

ADVENTURE HOOK

► **Glory.** The characters start their lives as adventurers. They travel to the principalities looking for gold and glory. Their journey takes them to Saravenna, where they shall learn of the region's plight, and the princes' opposite opinions. Thus, the heroes stand at a crossroads, their actions and decisions destined to shape the future of the Moon-Touched Principalities.

Level 1-4 Region

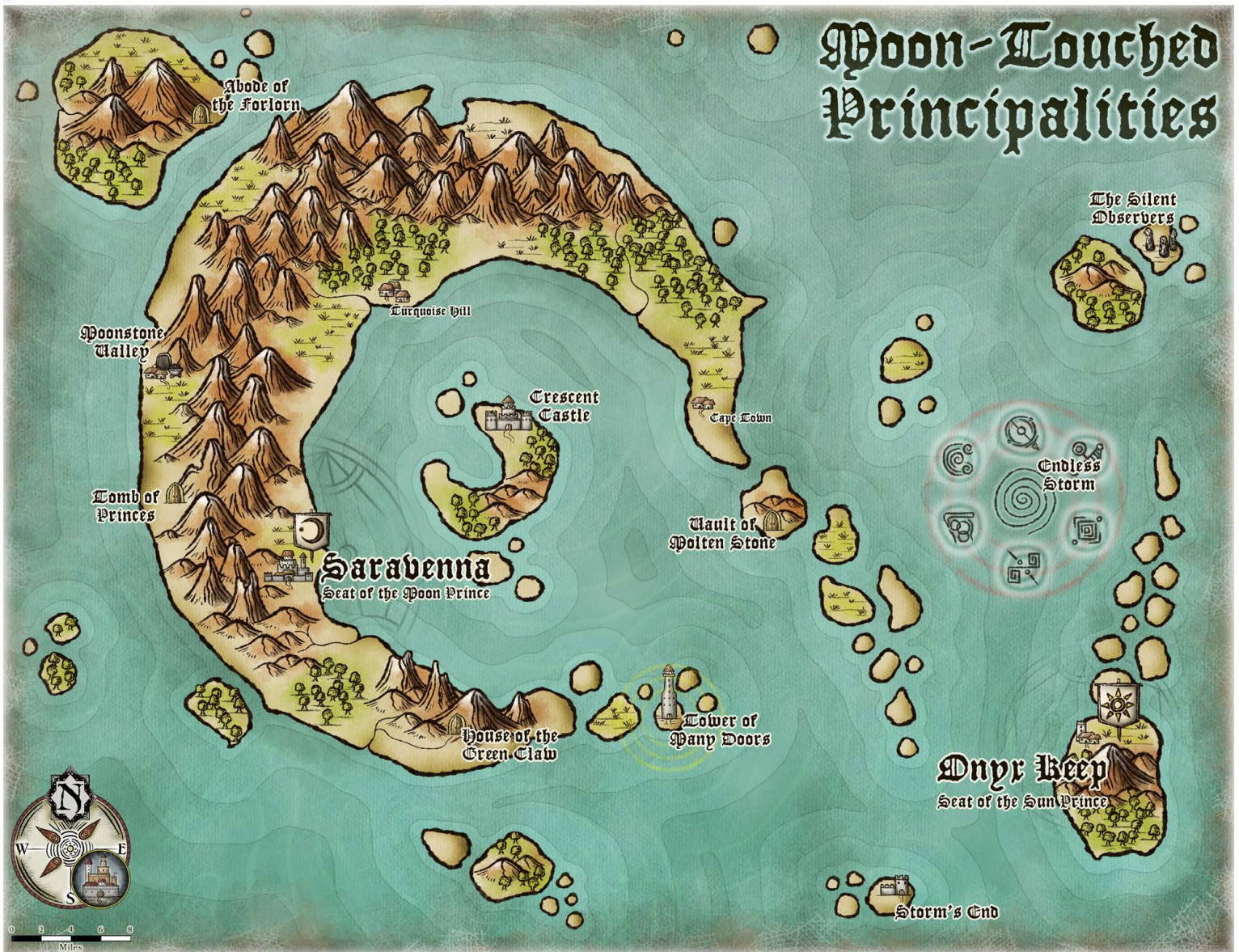
► **Locations.** The heroes must travel by boat to reach places on different islands. It is common to encounter wildlife or obstacles traveling this way (see below).

► **Celestial Influence.** The Moon-Touched Principalities are deeply connected to celestial events. The islands' shapes and the ruling titles reflect this bond, with cosmic phenomena often affecting the local environment and its inhabitants in unpredictable, unseen ways.

RUMORS

d6	Details
1	Whispers tell of a hidden grotto beneath the city of Saravenna, where moonlight transforms into liquid silver.
2	It is said that the Sun Prince once tamed a phoenix, and its fiery plumage is the source of Onyx Keep's eternal light.
3	A haunting melody drifts from the Tower of Many Doors on moonless nights, luring those who seek its secrets. So far, no one has dared delve into the tower. Some fishermen and pirates who have heard the melody suffer from nightmares some days after.
4	Legends speak of a boulder-sized pearl hidden in the depths of the sea, guarded by a colossal octopus.
5	The Silent Observers, the three statues located north of the Principalities, are believed to hold the knowledge of the ancient celestial cartographies. Not only crucial for navigating uncharted seas but also the key to finding great treasure.
6	Some claim that the Vault of Molten Stone contains a portal to the heart of a dormant volcano, brimming with untapped power.

Moon-Touched Principalities



MARITIME/EXPLORATION ENCOUNTERS

Roll 1d8 for a **Maritime Encounter** when the characters travel to a new location. Roll twice if they have no guide or if they lack sailing skills (DC 9 Survival check).

1. A group of four **merfolk** attempts to rob the heroes. They climb onto their boat to do this.
2. A **giant octopus** tries to capsize the heroes' boat. It flees if reduced to half its Hit Points.
3. Four red-eyed **sahuagin** fight until slain.
4. The heroes find another boat. Five **zombies** hide within, protecting its contents from the afterlife.
5. Two **sahuagin** and a **shark** fight until slain.
6. The heroes must brave a storm. The exhaustion causes their next check to have disadvantage.
7. Six **bandits** on a skiff approach. They demand gold and food. They flee if half of them fall in combat.
8. Near the shore, a **giant crab** feels threatened by the heroes. They can choose to leave it alone.

SARAVENNA

The glittering jewel of the Moon-Touched Principalities, and the Seat of the Moon Prince, Arion Lunastra. Saravenna features ethereal beauty, its architecture echoing the celestial theme with spires and domes adorned with moonstone and silver. Known for its serene ambiance, Saravenna is illuminated by magical luminescent plants and enchanted lanterns that mimic the moon's phases. Its citizens, skilled in arts and arcane practices, live in harmony with the sea, often seen engaging in both terrestrial and aquatic trade. The city holds a strong maritime culture and a vigilant defense system against the myriad of creatures that inhabit the surrounding waters.

HOUSE OF THE GREEN CLAW

This is an ancient stone structure hidden deep within the mountains of the crescent island. This enigmatic place is rumored to be a sanctuary of an ancient order of sea druids who once wielded powerful elemental magic. Heroes venturing here can unearth long-lost druidic lore or seek access to the primordial forces of water and fire.

ONYX KEEP

The formidable seat of the Sun Prince, Daelin Solara, stands as a bastion of strength on the sun-shaped island. Constructed from black basalt and adorned with golden accents, the keep gleams radiantly under the sun's light. Within its fortified walls, the Sun Prince commands his elite guard and strategizes defenses against maritime threats. The keep is also a center of ancient, arcane, solar magic, with vast libraries and chambers dedicated to harnessing the power of the mighty sun.

► **Onyx Keep Port.** The bustling port of Onyx Keep is a vibrant hub of maritime activity, teeming with boats and ships that reflect the Sun Prince's prosperity and naval prowess. Sleek, sun-emblazoned vessels dock alongside sturdy merchant ships, while sailors and traders from distant lands exchange goods and tales of their voyages. The air is filled with the scent of saltwater and the creaking wood, flapping sails, and the lively chatter of the sea market. This port serves as the lifeline of Onyx Keep, facilitating trade, defense, and exploration across the many islands in the Moon-Touched Principalities.

TOWER OF MANY DOORS

This is an enigmatic structure of twisting stone and shifting walls. It stands hidden on a lonely island. Each door within the tower is meant to connect to a different realm or time, creating a labyrinth of endless possibilities and dangers. Heroes who brave its ever-changing halls can uncover powerful artifacts, forgotten knowledge, and cryptic prophecies. However, they must navigate the tower's treacherous traps and puzzles, and be wary of the otherworldly guardians that protect its secrets. The Tower promises great rewards, but only to those with the wit and courage to unravel its elusive mysteries.

SILENT OBSERVERS

This landmark comprises a trio of massive statues carved from ancient stone. This enigmatic monument is believed to be a place of profound divination, where heroes can seek visions and prophecies from the spirits bound to the statues. Within their hollowed base lies a sacred chamber filled with celestial inscriptions and relics. Those who meditate here may receive guidance and foresight, but only if they prove themselves worthy.

TOMB OF PRINCES

The eternal resting place for the past Moon and Sun Princes. This solemn site is guarded by wards and luminescent carvings. Heroes who venture here can pay their respects, uncover lost royal secrets, and seek blessings from the spirits of the departed princes.

VAULT OF MOLTEN STONE

This place is hidden in a lonely rock near the tip of the crescent moon island. Its fiery chambers contain canals of glowing lava and ancient, enchanted treasures. The vault also holds ancient scrolls and tomes containing lost knowledge and potent spells from bygone eras.

ENDLESS STORM

With the recent alignment of astral bodies, the sahuagin's town became a turbulent and treacherous region of tempests and roaring waves. Heroes must brave the storm's fury to reach the submerged settlement, where they face the daunting task of either quelling the sahuagin threat or unraveling the cosmic mystery behind their madness. Within the storm's depths, the characters shall encounter enraged sea creatures but perhaps they can seek a way to restore peace. Their actions here shall determine the fate of both the sahuagin and the principalities.



SAILING IN THE PRINCIPALITIES



Sailing the high seas is not for the faint of heart. The prowess and ability of competent navigators are the difference between life and death in the treacherous realm of the sea. Alas, in the Moon-Touched Principalities, moving from place to place is even more dangerous because of the Endless Storm. This otherworldly, climate phenomenon follows untold whims and no discernible patterns. As a result, the weather across the region is subject to unpredictable changes. Sailors must be brave, resourceful, and resilient because their craft is rendered more complex.

Hence, the availability of vessels for travel and commerce has decreased. Some have been lost at sea, others are permanently moored as fewer and fewer people dare to sail today. Finding passage is a challenge; sailing has also become an expensive, dangerous service.

MOVING AROUND

WHEN THE ADVENTURE begins and the characters start visiting new places. They soon require a way to sail to other places. Initially, they can hire a vessel. Dan, a retired mariner, can be persuaded to join the characters to move around the islands. Alternatively, characters with a sailing background can take the initiative and act as a navigators. The party must buy a vessel to do this. Will the characters sow a reputation of fair mariners; or a reputation of dishonest buccaneers? Only time will tell.

MASTERS OF THE SEA

► **Hiring a Vessel.** Sailing from place to place costs, at the very least, 3 gp per person, per day of sailing. Days at port are not charged as the captain conducts trade there too. Still, after 10 days of no activity, the captain may offer his services to other, more busy patrons.

► **Self-Made Captain.** The characters can lease or buy a vessel. It is not necessarily cheaper but it allows for more freedom. In addition, being a proficient captain or navigator comes with renown and street cred.

For 3,000 gp, the characters can purchase a six-crew caravel in Saravenna. Its owner, a retired merchant, is selling all his assets because of the storm. The characters can crew the vessel. Other sailors can be hired for 5 sp per day to complete the six-man crew.

Purchasing a ship this way requires a large upfront investment and comes with liability as the ship can become damaged. It has a yearly 300 gp maintenance cost.

Compared with the alternative of hiring a vessel, purchasing a ship becomes the cheaper option after 3-5 years of adventuring combined with trade. This is the best option for characters seeking maritime adventures.

The navigator must make a DC 12 Survival to travel to a new location. Failure means they take 1 extra day or they must face a **Maritime/Exploration Encounter**.

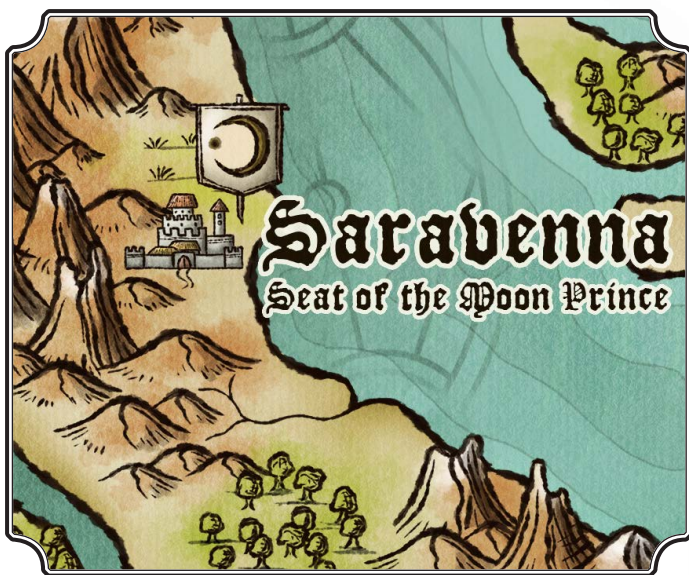


SARAVENNA

“We must fight back, as our mariner’s blood has always taught so. We must reclaim our waters from the fish-folk filth. Come join the war effort with pride.”

Prince Arion Lunastra

The largest settlement in the Moon-touched Principalities sits on the inner side of the moon-crescent-shaped continental mass. Prince Arion Lunastra, often praised for his wisdom, rules most of the region with fairness. Life in the principalities is harsh like the ocean but a little less so in Saravenna. The city is surrounded by an octagonal, 20-foot-tall wall. A symmetrical, outward-bound arrangement of streets with the Palace of Moon Coral resembles the shining full moon. Sahuagin ravagers have attacked small settlements near Saravenna but due to its defensible position, the city has not been reached by the fish-folk raiders. Still, Prince Arion Lunastra places great importance on the safety of his subjects. Already the naval forces issue edicts to arm the populace. Some are against this, pried away from their commonplace lives, the townsfolk wish there was any other alternative...



Level 1-2 Settlement

► **Special Events.** Check for a **Random Event** in every other area the characters visit (3-in-6 chance).

► **Economy.** Saravenna’s most profitable endeavors are fishing and craftsmanships fashioned from shells and coral. Blacksmiths craft incredible equipment, armor, and weaponry with the fine ores brought from mining settlements like Moonstone Valley and Turquoise Hill.

► **Belligerence.** About three-quarters of the populace agree with Prince Arion’s warring attitude against the savage sahuagin. People clamor battle chants in the streets and do their best to create makeshift weapons by sharpening broomsticks and kitchen implements.

► **Pacifists.** The rest of the people, the violence-averse, would rather weather the storm from behind the city’s tall walls. Some of them have even heard that Prince Daelin Solara, in Onyx Keep, wants a peaceful solution to the sahuagin problem. They would gladly join the Sun Prince and find the highly-sought peaceful answer.

LIBRARY OF THE SUN AND MOON

Characters looking for information and arcane knowledge can aspire to find it here. The curator, an elf scholar named Haarandel, gladly helps the party in exchange for a charitable contribution of 10 gp per day of research.

► **Planar Movements.** After 3 days of research, the heroes learn of an astronomical event that triggered the re-emergence of the sahuagin’s goddess. The decade-long event occurs every 4,200 years and could be the reason for the sahuagin’s attacks. A storm to the east of Saravenna is the focal point of the extraplanar emergence; the source of the sahuagin’s inner rage.

RANDOM EVENT

d6	Details
1	Seven armed townsfolk (commoners) march, uttering their loyalty to Prince Arion and chanting for the death of sahuagin filth. They expect the characters to express their allegiance to the cause. They may be befriended (DC 16 Persuasion).
2	A caged sahuagin , captured in the ocean, is surrounded by a throng of peasants that throw tomatoes and dirt at it. The sahuagin roars and bares its teeth but shows no signs of high intelligence. It is slayed at nightfall by the royal executioner.
3	A storm hits the harbor with the strength of the sun and moon. It forces all townsfolk to seek refuge for 1d3 days.
4	A line of refugees from a southern town seeks shelter in Saravenna. Their town was destroyed by sahuagin ravagers.
5	Priests of the Chapel of Fire chant in a corner. They clamor for their god to deliver their souls to the afterlife.
6	Helping with the war effort, a commoner invites strong-looking individuals to visit the Adventurer’s Guild for information.



ADVENTURER'S GUILD

Led by the famous retired adventurer, Jarkenns, the Adventurer's Guild is a hub for would-be adventurers and mercenaries. Jarkenns has declared the organization in favor of Prince Arion and now accepts the prince's war commands as priority missions for the guild.

► **Admission.** The characters must sign a contract stating their loyalty to Prince Arion. Missions are compulsory once accepted. Abandoning a mission carries a penalty of 100 gp or death, in the case of outright betrayal.

► **The Green Claw.** If the characters join, they are offered their first assignment: they must visit a shunned dungeon named the House of the Green Claw. It is said that a weapon with the power of the sea rests there. The compound is located in the mountains to the south.

► **The Spire.** An infamous location for the guild members is the Tower of Many Doors. There are rumors of a magical artifact hidden there. There must also be a sizable treasure therein. Sailors refuse to come close to it as a haunting melody assails the mind and the heart.

AMMAN'S FORGE

Amman, the dwarf, is the most renowned blacksmith in Saravenna. Prince Arion and his court's nobles commission the most opulent sets of armor and blades from Amman. He is most known for his technique of strengthening obsidian stone to fashion blades from it. Prince Arion owns an obsidian greatsword that is considered Amman's most fine creation. Characters can commission equipment from Amman, including mithral armor.

DAN'S LODGE

Characters looking for passage through the Moon-Touched Principalities are told to charter a ship. Alas, Prince Arion has requisitioned most vessels and the only one available is owned by a retired mariner named Dan.

► **Back to Action.** Dan (**bandit**) charges 3 gp per person, per day of sailing. Hearing the characters' stories and motivations sparks an ember of adventure in him once again. The mariner and his four-man crew accompany the party in their quest to explore the principalities and find a way to deal with the dangerous sahuagin.

PINT OF SNAILS

The largest tavern and inn in Saravenna welcomes sailors, adventurers, and low-lives alike. The characters can rent rooms and set their base of operations here if they choose not to sign up for the Adventurers' Guild.

▶ **The Tomb.** People speak of a scholarly expedition to a tomb across the mountain range. A hired guard was the only survivor but the traumatized man has said little of what happened in the fabled Tomb of Princes.

▶ **The Vault.** A minstrel tells an ancient, author-less story that claims that the secrets of the gigantic storm are hidden in an elusive location, the Vault of Molten Stone. Legend has it that great power lies surrounded by deep canals of lava that power an arcane forge.

MONUMENT GARDEN

Detailed statues of past princes, ministers, and brave warriors are arranged in this garden close to the city's south gate. The royal sculptor, Lynna Skies, currently works on an unfinished sculpture of Prince Arion Lunastra, his wife, and their four teenage children.

CHAPEL OF FIRE

The only religion in the principalities is the Chapel of Fire. They worship the sun and attribute to it the creation of the world and the fire that shall cleanse all sin from the world. Religious advocates favor Prince Arion's push for hunting the sahuagin as the sun god rewards bravery and resolve; it shuns cowardice and capitulation.

▶ **The Hammer.** The high priest, Wister Adelton, offers a hefty reward of 400 gp for brave warriors to explore the Vault of Molten Stone and retrieve the Magma Hammer said to be hidden therein. Wister Adelton claims this relic belongs to the Chapel of Fire.

PALACE OF MOON CHORAL

Surrounded by an inner wall, only the tallest towers can be seen from the city proper. The nobles are either indifferent to the sahuagin problem or on board with Prince Arion Lunastra's efforts. They have little time for audiences with peasants and unimportant adventurers. The party must first earn some renown if they wish to be accepted in the palace for a royal audience with the prince.

▶ **Alliance.** Prince Arion wishes to send an envoy of diplomats to Onyx Keep to convince Prince Daelin to join the war effort. He sees his approach as absconding of his responsibilities to the townsfolk. A reward of 200 gp is offered to escort and protect the diplomats.

▶ **The Storm.** An open call to renowned adventurers beckons them to scout the Endless Storm and find a way to deal with the sahuagin threat. Prince Arion Lunastra believes there must be a weakness to be exploited. The crown offers a reward of 2,000 gp for success.

DEALING WITH THE SAHUAGIN

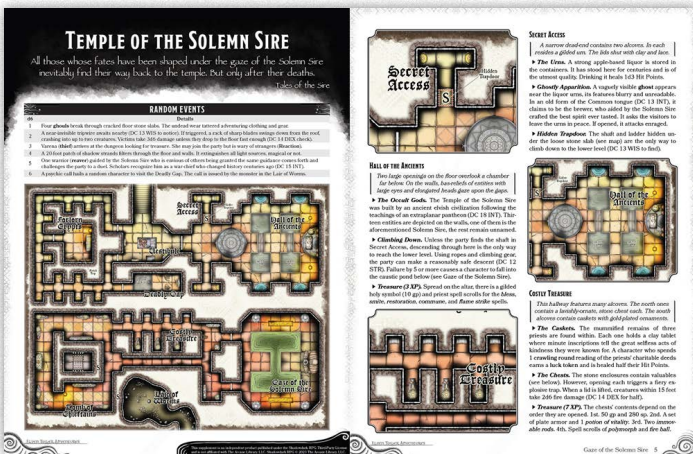
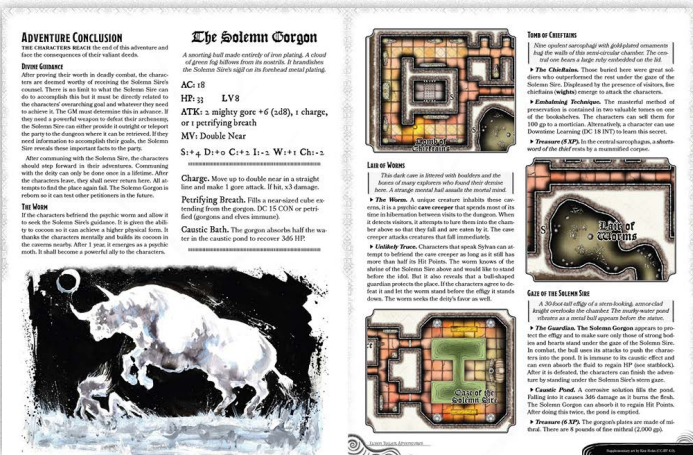
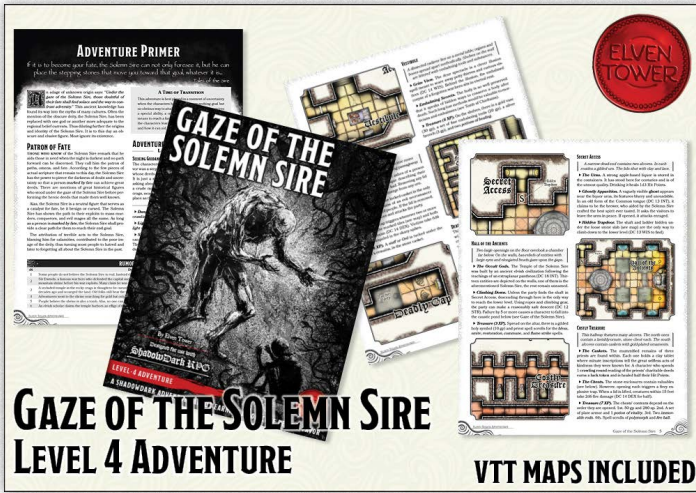
The quest to destroy the sahuagin is vague in nature. Other than open warfare in the ocean, there appear to be few options for dealing with this threat. But a few clues may point the characters in the right direction.

- ▶ Exploring the House of the Green Claw awards the party with a mighty weapon that can be used against the sahuagin in future battles. If the characters have proven their worth, Prince Arion appoints the characters his champions and allows them to keep the *Green Claw* to further his goals.
- ▶ Traveling to Onyx Keep allows the characters to explore an alternative to open warfare with the sahuagin. Prince Daelin believes there is a way to accelerate the astronomical event and allow the sahuagin to return to their normal patterns of ocean-folk behavior. All clues here point to the secrets hidden in the Vault of Molten Stone.
- ▶ In the end, the true means to solve this problem lie in the Vault of Molten Stone. The knowledge and weapon acquired there allow the characters to either destroy the manifestation of the sahuagin goddess in the Endless Storm or provide a way to subdue and banish the strange deity so that the lives of countless sahuagin can be spared.



Gaze of the Solemn Sire

Only it can grant what you seek.
Can you pay the ruinous price?



In this level-4 Shadowdark adventure, the characters find themselves at a crossroads with no clear path to advance in their overarching campaign. They require a powerful weapon, the means to reach a faraway location, or a piece of crucial information. They learn of an elusive entity, an obscure deity that is said to have aided those in need in the past. Those related to this being all managed incredible exploits that changed the world's fate in the distant past.

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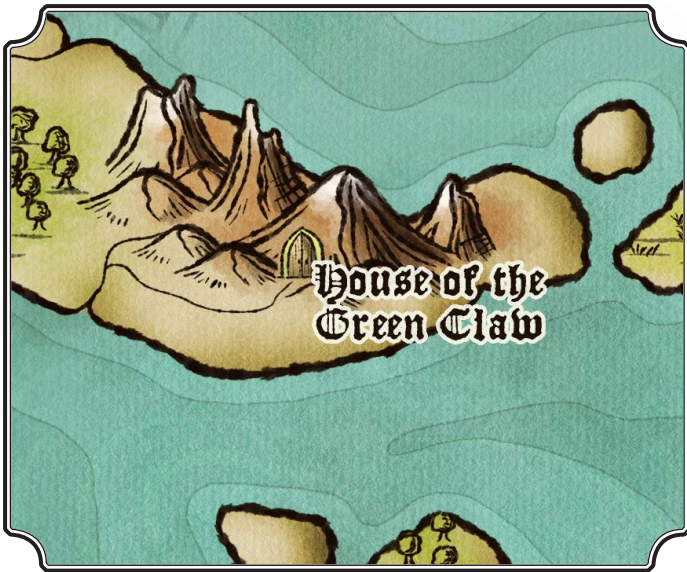
HOUSE OF THE GREEN CLAW

The relic housed herein is reserved for the strongest of warriors. Those deemed suitable to once again wage war against the threat of the depths.

Runic Warning

In ominous, rune-inscribed threshold in the mountains south of Saravenna leads into the veins of the earth to a place colloquially known as the House of the Green Claw. They call it such after the claw-like, jade inlay in the antechamber to the dungeon proper. Little is known of the place except what awaits in its first two rooms. The claw-shaped inlay is surrounded by fish effigies. And the long chamber with a deep pond inhabited by flesh-eating quippers. Rumor has it that a ponderous weapon is hidden herein.

This dungeon tracks its origin to over 4,000 years ago. Valiant warriors, who endured the same astronomical event as the current settlers of the Moon-touched Principalities, fought bravely against the spawn of the sahuagin deep goddess. They crafted a claw-shaped maze that remains in the dungeon to this day, awaiting a warrior worthy of wielding this artifact once more.



Level 2 Dungeon

► **Danger.** Risky. Check for a **Random Event** every 20 minutes and after loud noises (4-in-6 chance).

► **Light.** Some areas have fire or braziers with permanent **light** spells. All denizens have **darkvision**.

► **Traps and Guardians.** Mighty spells keep the defensive mechanisms in good order. Disabled traps and guardians in the dungeon reset/respawn at dawn.

THE JOURNEY

Travel from Saravenna to the runic threshold in the mountain ranges takes half a day of travel. The ominous opening leads to a descending, 300-foot-deep, stone stairway. This path leads to the antechamber (area 1).

1. ANTECHAMBER

Four fish-shaped, limestone effigies with blank stares flank a claw-like sigil on the floor. The sigil inlay is made of jade polished to a pristine, mirror-like finish.

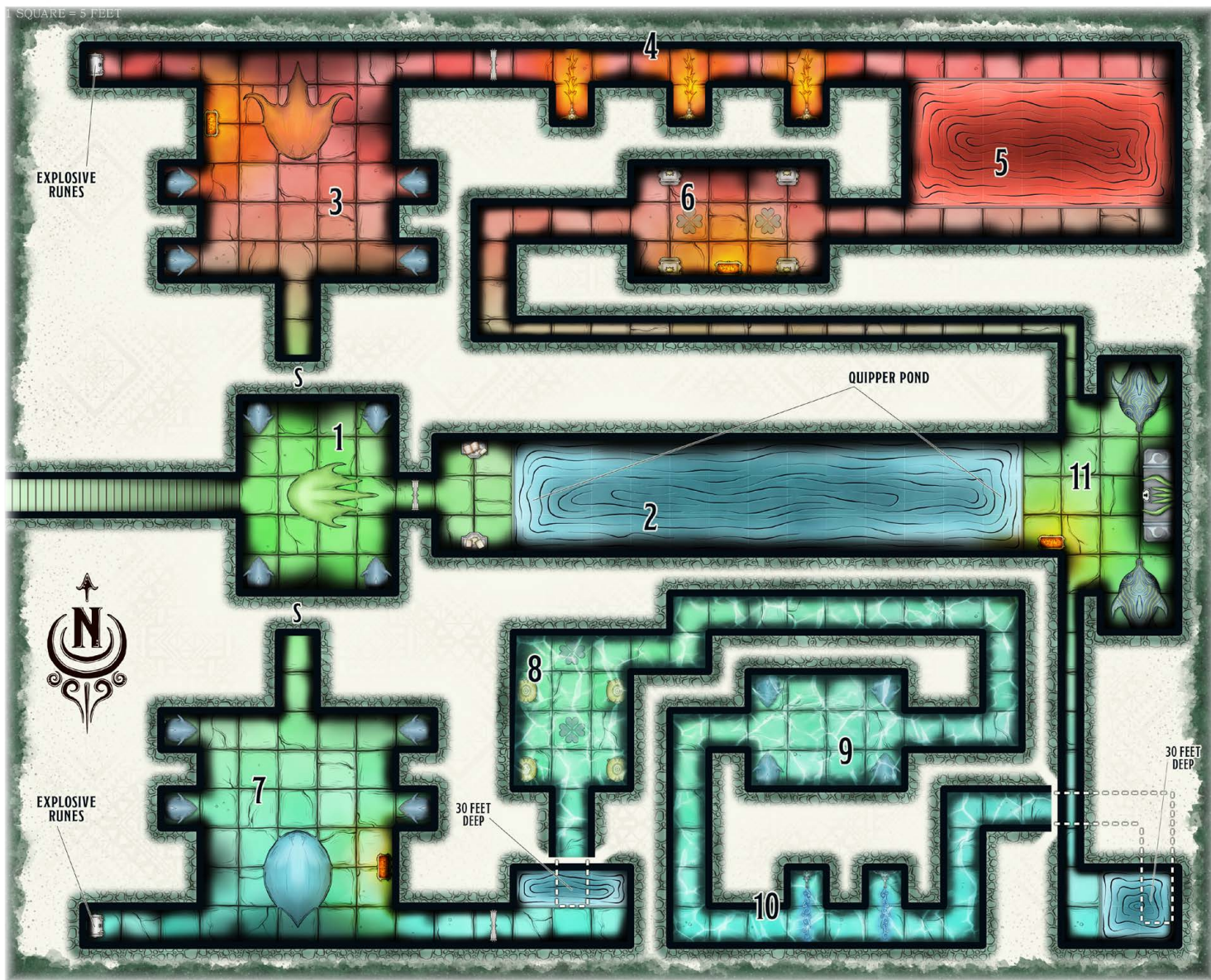
► **The Effigies.** The statues produce a low hum and a tenuous vibration. The *detect magic* spell reveals an aura that protects the dungeon from the passage of time.

► **The Sigil.** Careful inspection reveals tiny etchings on the edge of the jade sigil. They are written in an old form of the Common tongue (DC 13 Intelligence). It is a warning against unworthy individuals attempting to rob this place. Only the bravest of warriors can be deemed worthy of wielding an object referred to as the *Green Claw*.

► **Hidden Doors.** Exploring the chamber for 10 minutes reveals the location of secret buttons. Pushing them opens narrow, dark passages (DC 14 Perception).

RANDOM EVENT

d6	Details
1	Two shadows coalesce behind the characters. They approach from behind and try to ambush the party (DC 14 Perception).
2	The characters experience a vision where an armor-clad warrior wields a claw-like maze. The valiant warrior uses this weapon to vanquish sahuagin. The warrior gives his life to defeat a strange, god-like entity that rules over the blood-thirsty sahuagin.
3	A hidden pressure plate triggers a thrusting spear trap. A random hero takes 1d10 unless they jump aside (DC 14 Dexterity).
4	Three sahuagin arrive at the dungeon from area 1. Their arrival was caused by a vision they saw a few hours ago. They felt the presence of the <i>Green Claw</i> in area 11. They do not know what to look for. They only know something interesting is here.
5	A sudden earthquake causes debris to fall on a random creature. It deals 2d6 damage (DC 13 Dexterity for half).
6	A sudden burst of wind sweeps through the underground compound; all uncovered light sources are extinguished.



2. THE QUIPPER POND

This long hallway is covered by a 65-foot-long pond. A dim brazier can be seen by the far end. Banks of fast-swimming fish move around the pond as if flying.

The far end is the dungeon vault (area 11). It is possible to reach it from here but the risks are worth considering.

► **The Plinths.** Two stone surfaces by the west end of the room contain a few scrolls and tomes. If inspected for 10 minutes, they reveal that a magical variety of undying, flesh-eating quippers inhabits the pond.

► **The Pond.** Creatures that fall into the water are attacked by the quippers and take 2d6 damage per round. Swimming across the pond is a foolish action. Attacking the fish yields no result as fish magically appear as others are killed. Climbing gear allows characters to set pitons and rope on a wall to cross. Whoever sets the equipment is at the greatest risk (DC 13 Athletics). Once set up, crossing is easier (DC 11 Athletics). Failure causes the character to fall into the quipper-filled water.

3. LODGING OF FIRE

This chamber features a flame-shaped inlay decoration on the floor. It is warm as if heated from below.

► **Guardian.** A bronze-skinned, dwarf-like warrior appears (**azer**), it brandishes a flaming warhammer. The summoned guardian fights mercilessly until slain.

► **Explosive Chest.** Opening the lid triggers a fiery explosion that deals 3d6 damage (DC 12 Dexterity). The chest contains 170 gp and seven empty flasks.

4. PASSAGE OF FIRE

Three clockwork engines in recessed alcoves spew jets of fire intermittently, at unpredictable intervals. The north wall is burnt and stained with soot.

► **The Rhythm.** Careful observers notice the pattern of the jets repeats once every minute (DC 13 Intelligence).

► **Flame Jets.** Characters must be fast to cross (DC 14 Acrobatics). Roll with advantage if the pattern has been discerned. The deadly fire jets deal 2d6 per exposure.

5. THE LAVA POND

A 10-foot-deep pond of molten stone dominates this chamber. The room is lit by the pond's warm glow.

A **salamander** lies in slumber at the bottom of the pond. If the characters stay in this room longer than 20 minutes, it emerges and fights but does not pursue them.

► **The Lava.** The molten rock is thick enough that submersion is not possible. Alas, direct contact with it deals 1d8 damage per round. Characters can cross it running or attempt to climb over it (DC 13 Athletics).

6. TOMB OF WARRIORS

This room contains four standing sarcophagi. Each contains the bodily remains of a fabled warrior who fought during the astral convergence 4,200 years ago against the sahuagin. Plaques on the lids list their names and deeds. One of them, Harnel Minnara, wielded the *Green Claw* in the fight against the sahuagin goddess's avatar.

7. LODGING OF WATER

This chamber features a droplet-shaped inlay decoration on the floor. It is warm as if heated from below.

► **Guardians.** Two **kuo-toa** are summoned. They fight with their spears mercilessly until slain.

► **Explosive Chest.** Opening the lid triggers a cloud of freezing mist that deals 2d6 damage (DC 12 Dexterity). Rolling a 1 causes the creature to perish and become a block of ice. The chest contains 140 gp.

8. SUBMERGED OSSUARY

The underwater chamber contains four gilded containers. An inscription on the ceiling reads: "Consume the ancestors' ashes to be one with the sea."

This room is underwater. Characters must roll a DC 12 Constitution save per minute of submersion or drown.

► **The Vases.** Each contains the ashes of long-gone soldiers. Grabbing a fistful of ash and eating it confers the character the ability to breathe underwater for 24 hours but summons a ravenous **swarm of quippers**.

9. SUBMERGED MEDITATION ROOM

Inspecting this chamber overseen by the four fish effigies gives those present a vision of the distant past:

An astral body becomes aligned with the Material Plane. This convergence tears the fabric of reality and causes the Endless Storm north of Onyx Keep. The storm's origin is a site of worship. There lies the physical manifestation of the fish-folk goddess.

Such a vivid vision can take a toll on mortal beings (DC 12 Constitution). On a fail, the character drops to half HP. On a success, the insight grants them **inspiration**.

10. PASSAGE OF VAPOR

Clockwork engines in alcoves similar to those in area 4 produce jets of boiling water and vapor. Their rhythm can be inferred in the same manner as those in area 4.

► **The Vapor Jets.** Crossing requires fast swimming (DC 14 Athletics). Roll with advantage if the pattern has been discerned. The boiling jets deal 2d4 per exposure.

11. THE DUNGEON VAULT

Flanked by two carved fish effigies, a large stone coffer with a jade, claw-like inlay on its lid awaits.

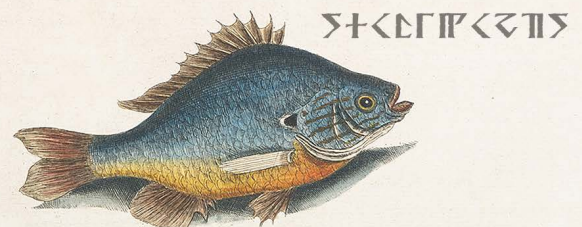
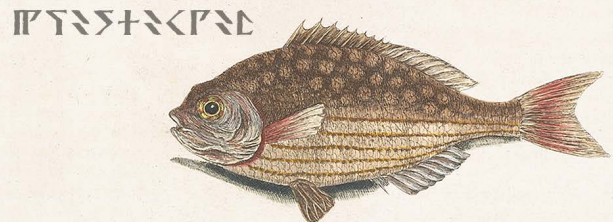
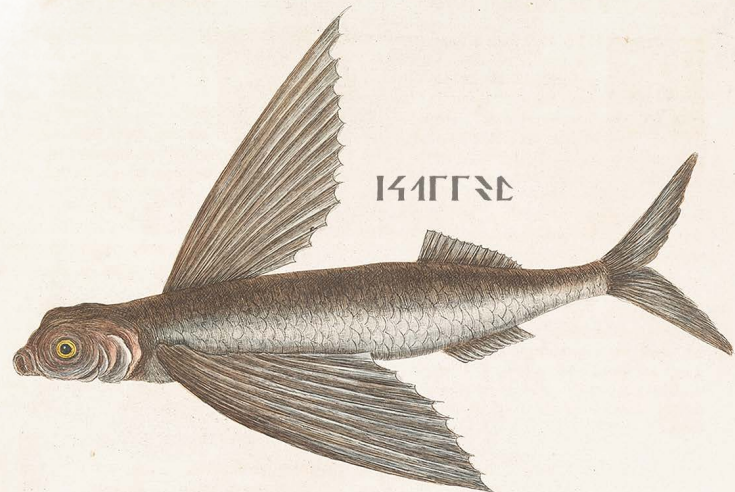
► **Treasure.** The coffer contains a smaller chest with 400 gp, 1,200 sp, two *potions of healing*, a spellbook with 3 random Wizard spells, and the *Green Claw*.

THE GREEN CLAW

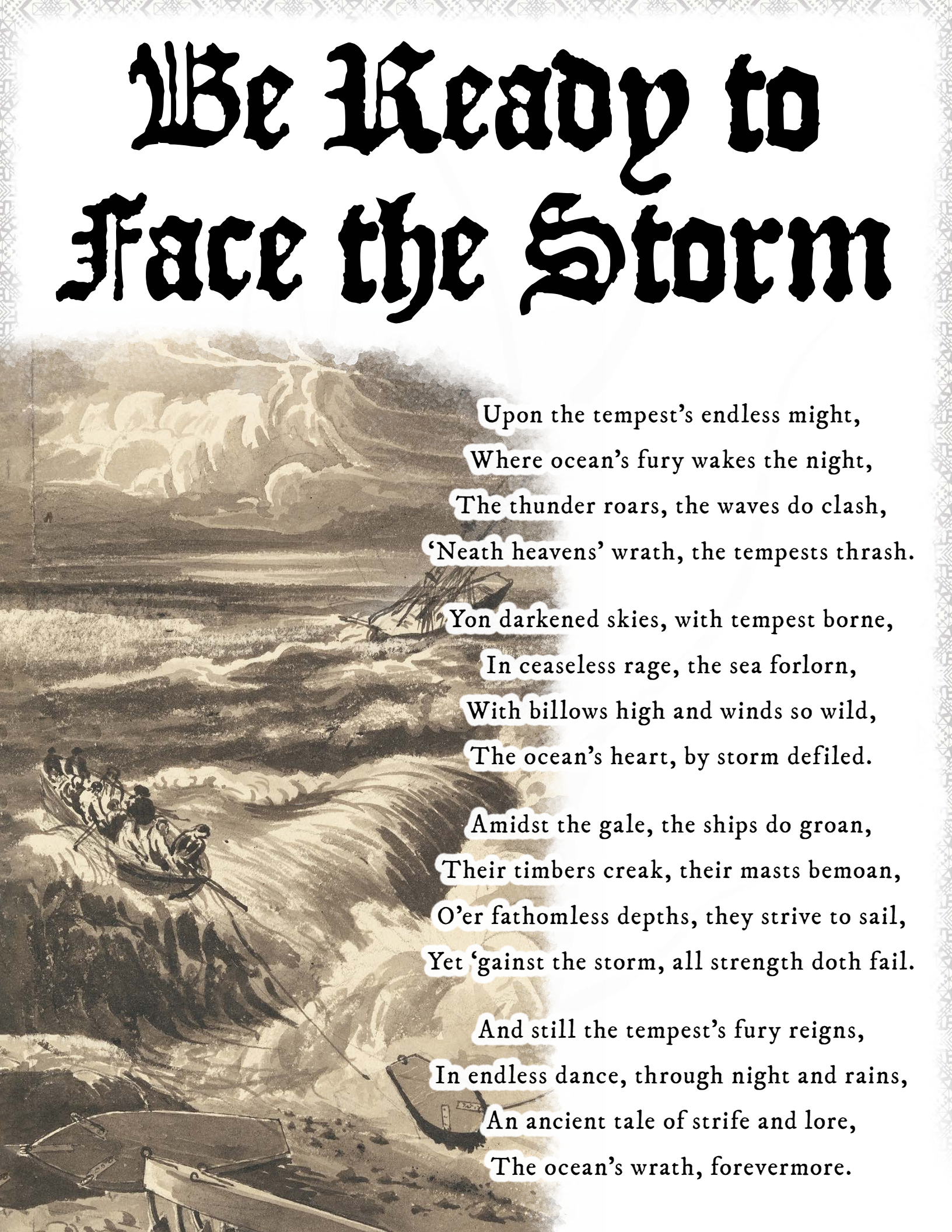
A mithral mace with a gemstone head cut like a tiger claw. Watery patterns glimmer from within the jade.

Bonus. +1 Mace.

Benefit. Attacks against ocean creatures deal an extra 1d6 of damage and bypass any resistances. In addition, immortal water-based beings, like the sahuagin goddess's avatar, can be slain with this weapon.



Be Ready to Face the Storm

A sepia-toned illustration of a stormy sea. In the foreground, a small boat with several people is navigating through rough, churning waves. In the middle ground, a larger vessel, possibly a fishing boat or a small ship, is partially obscured by the waves. The background shows a dark, stormy sky and a distant, hazy coastline. The overall mood is one of struggle and resilience against nature's fury.

Upon the tempest's endless might,
Where ocean's fury wakes the night,
The thunder roars, the waves do clash,
'Neath heavens' wrath, the tempests thrash.

Yon darkened skies, with tempest borne,
In ceaseless rage, the sea forlorn,
With billows high and winds so wild,
The ocean's heart, by storm defiled.

Amidst the gale, the ships do groan,
Their timbers creak, their masts bemoan,
O'er fathomless depths, they strive to sail,
Yet 'gainst the storm, all strength doth fail.

And still the tempest's fury reigns,
In endless dance, through night and rains,
An ancient tale of strife and lore,
The ocean's wrath, forevermore.

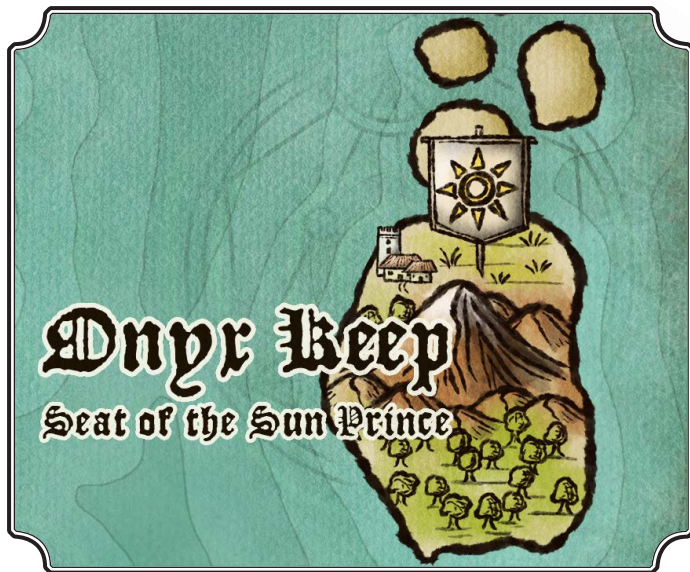
ONYX KEEP

Onyx Keep stands resolute, a beacon of strength and light. Here, courage and wisdom guide the realm, where legends are forged and destinies unfold.

Part of Onyx Keep's hymn

The formidable seat of the Sun Prince Daelin Solara stands as an imposing fortress on the eastern island, constructed from resilient black basalt and adorned with resplendent golden accents that gleam brilliantly under the sun's radiant light. The sun prince commands his elite guard, strategizing intricate defenses against the many maritime threats that assail the Moon-Touched Principalities. The keep is not only a bastion of strength but also a revered center of ancient and arcane solar magic, housing vast libraries and chambers dedicated to harnessing the immense power of the mighty solar deity.

► **Approach.** Despite his military prowess, Prince Daelin harbors a profound desire to resolve the escalating sahuagin problem through peaceful, diplomatic means, believing that understanding and alliance could prove more beneficial than outright conflict.



ONYX KEEP DOCKS

The bustling port of Onyx Keep adds to the vibrant life of the island, serving as a vital hub for fishermen, mariners, and even pirates who seek shelter or trade. This lively network is crucial for the island's economy and defense, with ships constantly arriving and departing, laden with goods, news, and the occasional secret. The port's atmosphere is a chaotic blend of salt air, creaking wood, and the spirited banter of sailors, reflecting the island's dynamic spirit. Here, heroes can gather information, procure supplies, and perhaps even recruit seafaring allies for their quests. The port's strategic importance and colorful inhabitants make it a focal point of activity and intrigue within the Moon-Touched Principalities.

Level 1-2 Settlement

► **Special Events.** Check for a **Random Event** in every other area the characters visit (4-in-6 chance).

► **Atmosphere.** Tense anticipation and a mix of fear and hope haunt everyone's minds. Many citizens are anxious about the escalating attacks but trust Prince Daelin's wisdom to find a peaceful resolution. The city buzzes with whispered rumors and cautious optimism, as they look to their prince for guidance and protection.

1. SANNA'S ALE TAVERN

This place exudes a warm, inviting glow from its amber-lit windows and rustic facade. Its special ale is based on a secret recipe passed down through generations. It remains a favored gathering spot for sailors, adventurers, and townsfolk alike, where stories of sea monsters and heroic deeds are exchanged over frothy mugs.

RANDOM EVENT

d6	Details
1	A sudden, fierce storm rolls in from the sea, causing chaos in the market and bringing eight sahuagin raiders.
2	A local alchemist named Jules makes a costly mistake. His home explodes. Two people die from the fire while he is defenestrated and breaks a leg in the process. The worst, his alchemy mishap creates two gray oozes . The heroes witness this firsthand.
3	A seemingly empty ship arrives in town. When approached, ten zombies emerge from the hold. The heroes hear the screams.
4	An old woman in the marketplace offers the heroes a <i>ring of protection</i> , but they must offer another magical item in exchange.
5	A cloaked figure slips a note into one of the heroes' pockets. They notice it an hour later. The note reads: " <i>Prince Daelin will bring ruin and shame to our city. The sahuagin must be destroyed not reasoned with. Join the rebels, see you in Saravenna.</i> "
6	The characters witness Onyx Fireflies fly around. The easy-to-care-for, long-lived insects are used in street lamps.



Onyx Keep

Seat of the Sun Prince



1. Sanna's Ale Tavern
2. Goldfish Market
3. Captain Hira's Home
4. Cork's Tannery
5. Obsidian Winery
6. Adventurers' Hall
7. Solar Caberns
8. Sharken Quarrel Inn
9. Chapel of Fire
10. Onyx Keep Docks
11. Keep's Bailey
12. The Onyx Keep

Sanna, the spirited barmaid, nervously approaches the heroes with a request to retrieve her locket, an heirloom lost when pirates raided her business. The three **bandits** and their leader (**thug**) lurk in the docks at night. For this, she offers 50 gp and free lodging for a week.

2. GOLDFISH MARKET

This market is alive with the sights and sounds of daily trade. Colorful stalls line the streets, offering an array of seafood, spices, and handcrafted goods.

The market gets its name from the large, ornate fountain at its center, teeming with golden fish said to bring good luck. Traders and customers alike gather here, sharing tales of their voyages and the latest news. It is the true heart of the Onyx Keep's social life.

► **Missing Fish.** The golden fish are mysteriously disappearing from the fountain, causing unrest among the superstitious townsfolk. In exchange for 50 gp and a *potion of healing*, the market's overseer, Marlow, beseeches the heroes to uncover the culprit. After a few hours, they find the four thieves (**bandits**) in a dark alley.

3. CAPTAIN HIRA'S HOME

This cottage is adorned with nautical artifacts. The front yard is marked by a towering mast from a retired ship; maritime flags flutter in the breeze.

Inside, compasses, and trinkets from distant lands line the walls. Recently, Hira noticed a strange, ghostly apparition nearby; he seeks the heroes' help. She tasks them with investigating the shore at night. She promises 100 gp and one magical item, an *immovable rod*.

If the heroes spend the night camping on the beach, they witness what Hira described: the ghost of a child coalesces from the night's breeze and approaches the heroes. A priest infers that the suffering soul yearns for eternal rest (DC 14 Religion check). An *augury* spell helps interpret the ghost's intentions as well. If they wish to help, the heroes may spend 10 minutes praying for the child's soul to help it find salvation. Any other action or provocation antagonizes the child; it becomes dark and corrupt (**shadow**). Helping the lost soul is a kind action. All those involved gain **inspiration** for this deed.

4. GORK'S TANNERY

This establishment emits a strong, earthy scent of treated hides and leather. The workshop, with its smoky chimneys and racks of drying pelts, is a testament to Gork's craftsmanship. When Gork, the half-orc tanner, meets the heroes, he asks them to track down a rare, elusive beast in the nearby Solar Caverns (area 7, **cockatrice**), whose hide and feathers are needed to fulfill a commission for the sun prince himself (40 gp).

5. OBSIDIAN WINERY

Renowned for its dark, rich wines, the winery's sleek, black-stone walls gleam under the sunlight, surrounded by lush vineyards that produce sweet grapes all year. Founded by an exiled noble who discovered a unique volcanic soil perfect for viticulture, the winery's vintages are sought after for their unparalleled depth and complexity. It is a cherished landmark in the principalities.

6. ADVENTURERS' HALL

A grand stone edifice adorned with banners and crests from countless quests stands proudly on the eastern side of town. Inside, its vast halls are lined with trophies, maps, and the portraits of legendary local heroes, creating an atmosphere of history and valor. The heroes are drawn to this hall by a notice board brimming with urgent quests and bounties (these include all the quests offered by NPCs in the different areas in town).

► **Royal Agents.** Prince Daelin looks for strong individuals. He requires an exploration party to journey toward the Vault of Molten Stone. He believes this dungeon holds a hidden truth with the power to either destroy the sahuagin forever or to reveal the reason for their rampant behavior, and a possible solution for it.

7. SOLAR CAVERNS

The nearby mountain features an awe-inspiring labyrinth of glowing crystal formations and sunlit grottoes underground. The monster-inhabited caverns are suffused with a warm, golden light emanating from luminescent minerals, creating a surreal, ethereal atmosphere.

8. SHARKEN QUARREL INN

The inn is filled with the sounds of sea shanties and tales of maritime exploits, with nautical decor and a sign depicting two sharks locked in deadly combat.

The innkeeper, Maris, asks for the heroes' help; not everyone agrees with Prince Daelin's approach toward the sahuagin problem. A group of detractors threatens to go on a strike and cause havoc. If the heroes believe this can be solved without violence as well, Maris begs them to convince the crowd the prince's views are right (DC 13 Persuasion check). Failing by 5 or more though, causes the heroes to be attacked by twenty angry **peasants**.

9. CHAPEL OF FIRE

This chapel is run by the devoted High Priestess Robin. She supports the local detractors who believe open warfare against the sahuagin to be a more effective solution. People wishing to join the soldiers in Saravenna come to Robin. Boats leave Onyx Keep once a week.

10. ONYX KEEP DOCKS

Lively and loud the 24 hours of the day, the docks are the perfect place to make friends, meet new people, and find jobs. In contrast, they are dangerous, unpredictable, and the default hideout for thieves, bandits, and pirates.

11. KEEP'S BAILEY

The wide courtyard serves for daily military drills. Its cobblestone ground is filled with the clanging sounds of smiths at work, soldiers training, and merchants setting up stalls under the watchful eyes of the keep's guards.

12. THE ONYX KEEP

An imposing fortress crafted from gleaming black basalt and accented with radiant gold monitors the sea. Its towering spires reflect the sun's brilliance, casting a dazzling glow across the blue waters. A local legend describes how Daelin once made a phoenix friend, and its power-infused feathers feed the keep's eternal light. Maris (area 8), is Daelin's distant cousin. The prince grants the heroes an audience if they help the good people of Onyx Keep, and if they share his peaceful point of view.

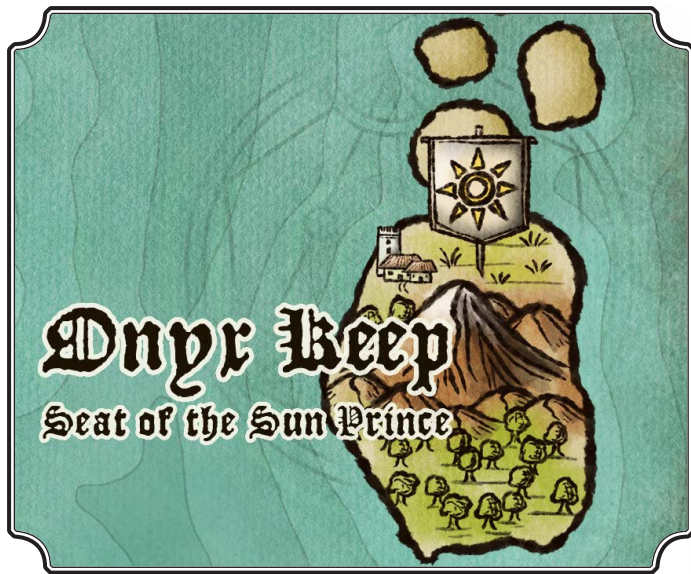


ONYX KEEP DOCKS



Situated on the rugged coast beneath the imposing shadow of Onyx Keep, is a bustling hub of commerce, intrigue, and illicit activities. The docks are a lifeline for the city, serving as the primary point for trade and travel, but they are also a hotbed of criminal operations and political maneuvering. Prince Daelin understands this is part of the complex atmosphere of a city by the sea.

Life at the docks is a chaotic blend of opportunity and danger. Merchants, sailors, and laborers throng the piers, their days filled with the loading and unloading goods, haggling over prices, and the constant vigilance required to avoid falling victim to theft or swindling. The air is thick with the scent of saltwater, fish, and the occasional waft of exotic spices. Taverns and inns are packed with rough-and-tumble seafarers and shady figures, all seeking respite or plotting their next venture. For many, life here is harsh but full of potential, where fortunes can be made or lost in a single tide. Lately, the danger of sudden sahuagin raiders was added to the already stressful mixture of the people's maritime lifestyle.



Level 2 Location

► **Events.** Check for a **Random Event** in every other area the characters visit (4-in-6 chance).

► **Atmosphere.** A blend of bustling energy and underlying tension. The air hums with the clamor of merchants and sailors, while shadows conceal whispered deals and lurking danger. One must be aware of their surroundings (DC 10 Perception). Failing to do so often ends in an ambush within a dark alley (five **bandits** attack the heroes).

GOVERNANCE AND CONTROL

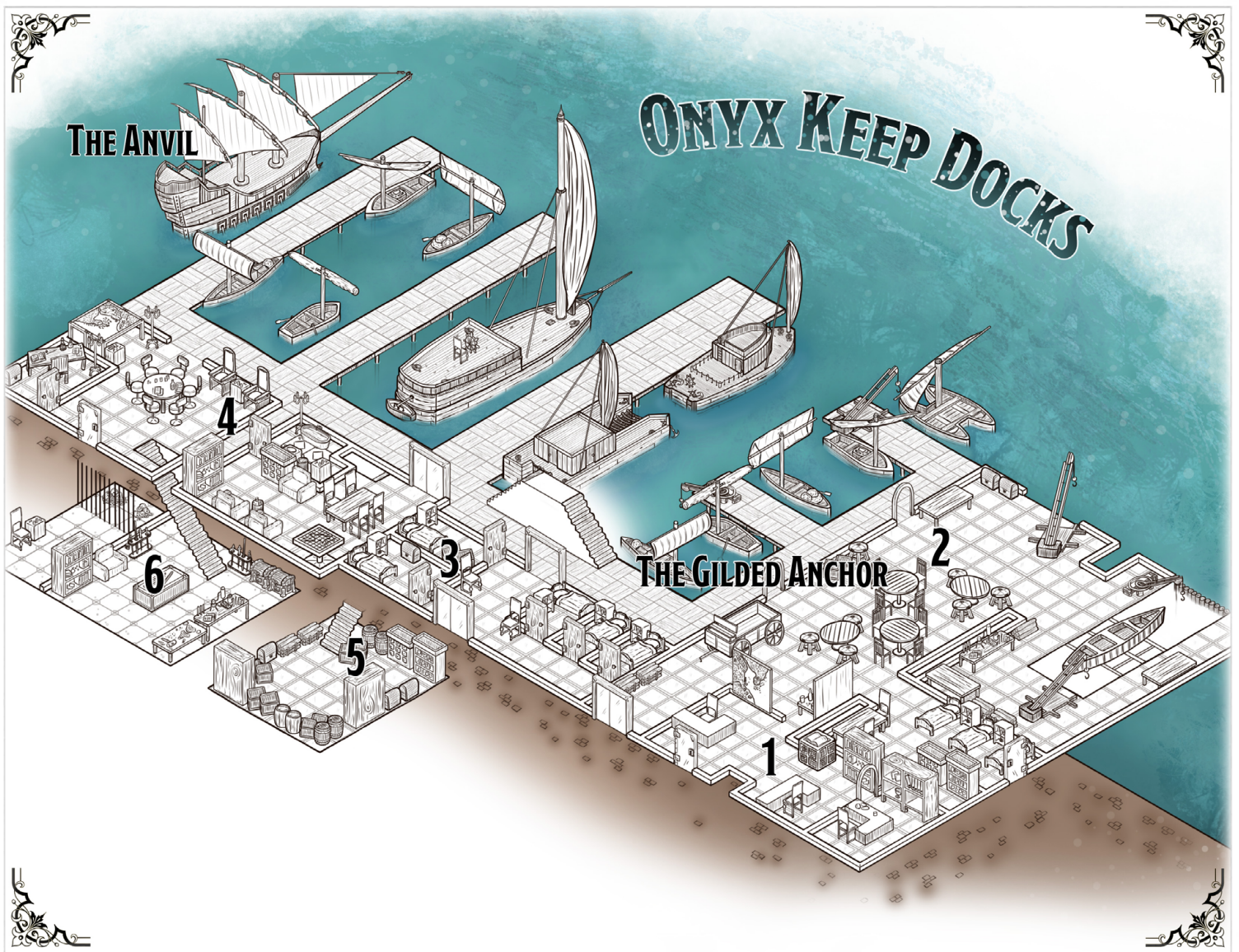
THE DOCKS ARE nominally under the jurisdiction of the Harbor Master, a position held by Alaric Windrider, a figurehead appointed by the ruling council of Onyx Keep. However, true control lies in the hands of Prince Daelin, a shrewd and ambitious noble with a personal interest in the docks. Prince Daelin sees the docks as both a financial asset and a strategic foothold, ensuring that he keeps a tight grip on its operations. His agents and spies are omnipresent, maintaining order and ensuring that a substantial cut of all profits flows into his coffers.

PRINCE DAELIN'S INVOLVEMENT

ONYX KEEP'S RULER is deeply entwined with the docks' affairs. He uses his influence to facilitate smuggling operations, bringing in rare and forbidden goods that bolster his wealth and power beyond the eyes of the law. His involvement is not merely financial; Daelin often employs the docks as a meeting ground for clandestine dealings with foreign dignitaries and mercenaries, leveraging these interactions to strengthen his political alliances and gather intelligence. Prominent individuals within the docks, including captains of key ships and influential merchants, owe their loyalty to Daelin, either through fear or lucrative patronage. The ruler of Onyx Keep is the master of puppets of this great ecosystem.

RANDOM EVENTS

d6	Details
1	The heroes stumble upon a thug and three bandits at night. The robbers flee if reduced to half their Hit Points or surrender if the leader (thug) falls. The heroes recover a nice locket. It belongs to Sanna, from Sanna's Ale Tavern in Onyx Keep.
2	Two figures conduct a furtive exchange, with one dropping a cryptic map as they flee. In it, an X reads " <i>Abode of the Forlorn</i> ".
3	A sudden brawl erupts in a nearby tavern, spilling out onto the docks and drawing a curious crowd. The heroes are free to join if they wish. Unless the heroes act differently, this event is not deadly and all those involved keep their weapons sheathed.
4	A mysterious fog rolls in, obscuring vision and heightening tensions as whispers of ghost ships fill the air. The fog lasts 2 days.
5	A merchant from distant lands arrives in town. The heroes may purchase 1 random magical item for 500 gp.
6	A group of eight sahuagin raiders attack. Two city guards are the first line of defense. The heroes are called to help!



PROMINENT FIGURES

THE CHARACTERS CAN interact with these four NPCs while they explore the docks. It is a universe of its own.

CAPTAIN RURIK “IRONCLAD” STONEBEARD

A grizzled dwarf and leader of the Iron Fleet, a group of privateers who dominate the coastal waters. Rurik is fiercely loyal to Prince Daelin, acting as both enforcer and protector of his interests at sea. His ship, *The Anvil*, is the largest, and the one with the best weaponry. Still, Rurik respects his lord’s wish to avoid war.

MADAM LYNN “THE SIREN” VALEN

The owner of The Gilded Anchor, the prominent tavern at the docks, is known for its luxurious offerings and discrete private rooms. Lynn is a key informant for Daelin, her establishment a hot spot for gathering secrets and whispers from all who pass through. No one knows, but she has clever ways to eavesdrop on all conversations and interactions in her establishment. She has spies everywhere. She has no boss, she obeys only herself.

PATRICK “SHADE” MALLISTER

The head of the Shadowed Serpents, the criminal faction that controls the black market within the docks. Garrick and his network operate with Daelin’s tacit approval, their relationship is symbiotic and mutually beneficial.

HARBOR MASTER ALARIC WINDRIDER

The Harbor Master in name, Alaric is a puppet installed by Daelin to maintain the appearance of legitimate control. Despite his title, Alaric’s true role is to ensure that Daelin’s will is followed without question. He is known for employing the Shadowed Serpents to do his bidding.

THE GILDED ANCHOR

THIS ESTABLISHMENT MERGES luxury with the secretive operations of the Shadowed Serpents. The public enjoys fine ale and entertainment, while secretly and beneath, illicit activities thrive. Madam Lynn Valen ensures this seamless fusion of luxury and crime. The entire docks are bathed in her influence and hidden spies.

ADVENTURE HOOK

► **Allies and Answers.** The heroes hear all kinds of tales and rumors in Onyx Keep about the docks. Additionally, they are told that powerful figures live at the docks. People with enough influence to help them in their quests. They come to see with their own eyes what everyone talks about and perhaps make a friend.

1. THE GILDED ANCHOR'S LOBBY

The characters are free to walk in. They are treated as customers; drinks are served and the tavern's staff chit-chat and interact with the drinking characters.

► **Standing Out.** The hostess notices the heroes' gear and informs her superiors about their presence. Someone shall pay them a visit at their table (see below).

2. THE TAVERN

During their time at the table, Madam Lynn sends a round of drinks and a platter of sea delicacies. She sits down as if she were invited and starts talking:

"You are new here. And you are no common sailors. Let me explain your situation. You have two options now. First, the wisest, work for me. Then you may enjoy your drinks and stay, free of charge..."

While Madam Lynn speaks, the heroes may notice the men in the background positioning themselves in different corners of the tavern (DC 15 Perception check).

"... the second option would be to refuse. In that case, the men aiming their crossbows at you shall escort you outside. Outsiders either leave without causing trouble or learn that Madam Lynn rules here".

► **Acceptance.** Madam Lynn wants them to beat the teeth out of Captain Rurik. She is tired of Prince Daelin's peaceful attitude; the fact that Rurik won't use his military vessels to put an end to the sahuagin makes her blood boil. This is not easy; Rurik (**gladiator**) is usually in his flagship, surrounded by a dozen **bandits**.

► **Refusal.** The heroes are escorted outside. They may leave unscathed. If they try anything foolish, four **bandits** use their crossbows to stop them. Six **bandits** join next, defending Madam Lynn at all costs. Even the patrons (eight **commoners**) stand up to confront them.

3. SHADOW SERPENTS QUARTERS

The members of the criminal faction make use of these bedrooms when needed; so whenever she can, Madam Lynn rents them out. If the heroes agree to work for her, they may stay here at no cost, though. Lower members of the organization bring them food and do small errands for them as they will be considered to be Madam Lynn's direct agents, showcasing the hierarchy in the docks.

4. DOCK'S OFFICES

Patrick and Aleric work in these two rooms, meticulously documenting activities to ensure Prince Daelin's directives are executed. Patrick is sided with Madam Lynn and protects her interests. They hesitate to act against Rurik because of the repercussions of the prince.

5. STORAGE

The heroes cannot enter this storage facility unless they sneak inside without raising an alarm (DC 15 Stealth).

► **Sensitive Documentation.** Searching the area for 10 minutes reveals letters, logs, and documents that prove how Prince Daelin profits from the illicit activities at the docks. He would lose all credibility if this were made public and the principalities would go to war. Madam Lynn wants to do so but Rurik won't let her.

6. WORKSHOP

The criminal guild crafts simple weaponry, artifacts, and other items here. They also have a small cell with a secret entrance behind a shelf. The heroes are thrown in there if they antagonize Madam Lynn or if they are caught stealing from the storage (area 5).

CHAOS AND DIVISION

The people at the docks are divided. The heroes may choose to get involved, choose a side, or stay at the periphery of this kerfuffle. High risks may yield high rewards, though. And the only way they shall make a new friend is by diving into these turbulent waters.



TOWER OF MANY DOORS



By Elven Tower



LEVEL-3 ADVENTURE

AN EPIC ADVENTURE ABOUT EXPLORING A DUNGEON BUILT BY AN ANCIENT CIVILIZATION

ADVENTURE PRIMER

Each portal whispers secrets, beckoning the brave and foolhardy alike. Every step taken within its walls unravels the delicate thread of reality and illusion.

Tower of Many Doors

The *Tower of Many Doors*, a towering edifice of dark stone and twisted spires, looms ominously over the Moon-Touched Principalities. Created by the powerful wizard Alder Razmodius, the tower is shrouded in mystery and dread, its history woven into the fabric of mariners' and pirates' tales.

Stories of sea serpents, ghosts, monsters, and undead pirates circulate endlessly, each version more fantastical than the last, ensuring that few dare to approach its haunted grounds. The most common rumor is that of a cryptic melody that pierces the mind and heart when someone navigates close to the tower. People claim horrible nightmares strike the foolish mariners who dare approach the tower, even when they choose not to enter.

THE PRISONER

ALDER RAZMODIUS, ONCE a revered and brilliant mage, fell victim to his genius. Over time, the tower's arcane energies warped his body and blood, rendering him ethereal and trapping him within his very creation. Now a spectral warden, Alder haunts the building, using his formidable magic to terrify and repel intruders.

THE TOWER AND THE DOORS

THE TOWER'S CENTRAL hub, lined with magical portals, is a nexus of teleportation to its varied chambers. These portals lead to rooms brimming with treasures, powerful artifacts, and rare arcane components, but also fraught with deadly traps, obstacles, and immortal guardians spawned from the tower's potent energies. Exploring this tower is not a task for the faint of heart.

ADVENTURE HOOKS

IMPROVING THE ODDS

The invaluable treasures and components could aid the heroes in their quests throughout the principalities, Alder's collection of ancient tomes and magical relics might hold the key to understanding the cosmic forces behind the astral bodies that govern the waters of the world, or perhaps they seek a powerful weapon to combat the relentless sea creatures of the territories. Braving the Tower of Many Doors, the heroes must navigate its enchanted corridors, outwit its traps, and confront the spectral Alder, hoping to reclaim what is needed to save and protect the archipelago from the brink of chaos.

Level 3 Adventure

► **Danger.** Unsafe. Roll for a **Random Encounter** every 30 minutes and after loud noises (3-in-6 chance).

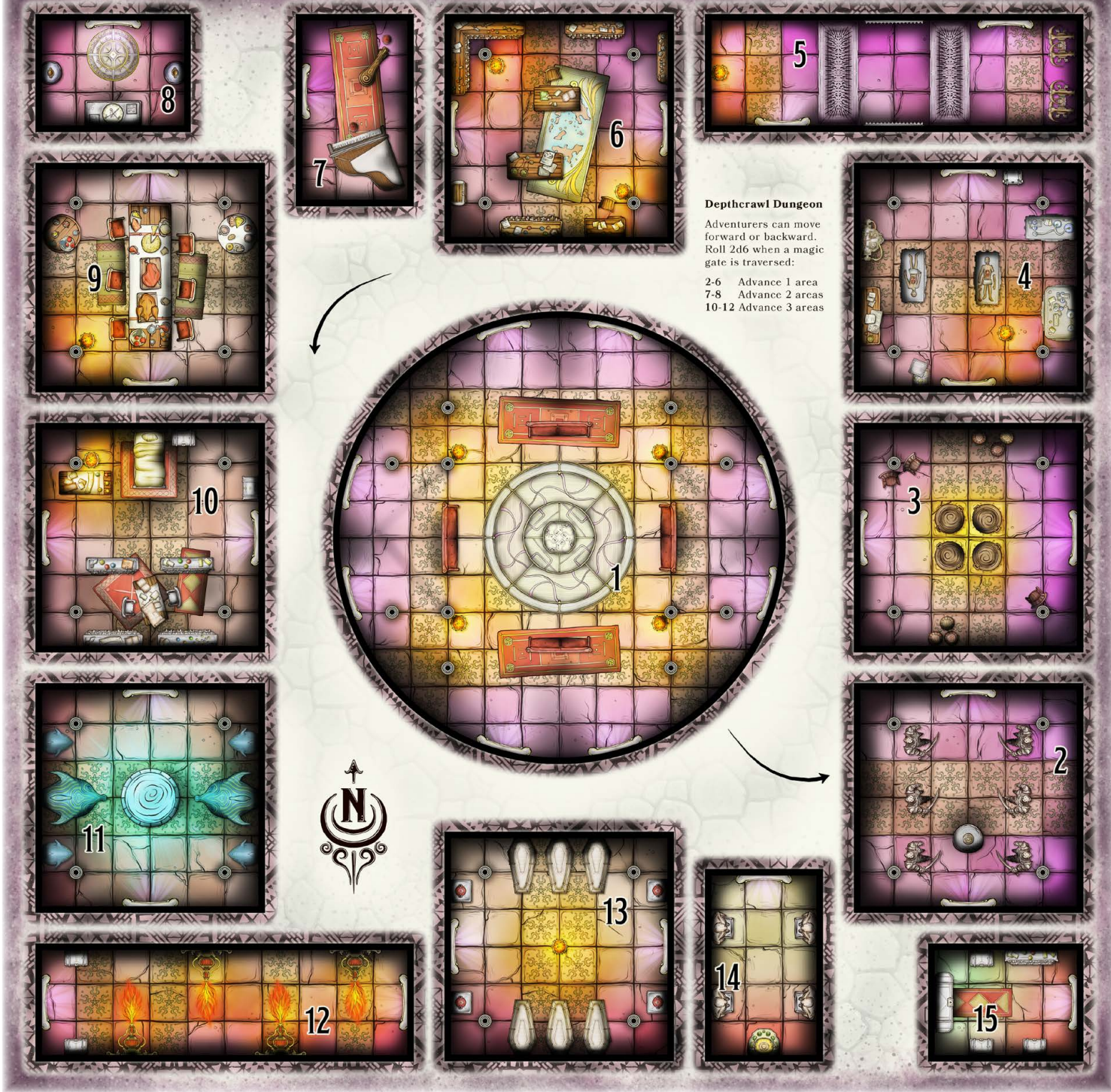
► **Light.** All areas of the tower have either braziers with permanent *light* spells or are magically illuminated by invisible incantations. However, some traps and obstacles extinguish all local sources of light as part of their working mechanism (see individual descriptions below).

► **Delving.** The characters must use the portals in each area to move around the dungeon (see map). The heroes have no way to control where the portals take them, though. See **Depthcrawl Procedure** below for details.

► **Traps and Devices.** Most of the dungeon's areas are filled with traps, obstacles, or devices. All these mechanisms reform, recharge or reload magically every 8 hours. This means that taking a long rest within the dungeon resets every already-triggered trap within.

RANDOM ENCOUNTERS

d6	Details
1	The characters explore an area where a giant constrictor snake materializes. The monster becomes dried leaves when killed.
2	A corridor hides some pressure plates that trigger deadly, enchanted dart traps when stepped on. Two characters at random are hit by flying poison darts (DC 14 Dexterity). On a fail, they take 1d10 damage and have disadvantage on their next save or check.
3	While searching an area, the heroes attempt to grab a nice-looking tome from a shelf. Two angry shadows attack until slain.
4	One of the most powerful creatures created by the tower, a gibbering moulder , stumbles upon the heroes. If reduced to half its Hit Points, the monster attempts to climb to the ceiling and disappear into the darkness. It may appear again in another area.
5	A heavy mist covers all areas for 1 hour. This reduces visibility by 75% and forces creatures to move at half-speed.
6	The characters stumble upon two gray oozes . These shapeless monsters were created by the tower's magic itself.



Depthcrawl Dungeon

Adventurers can move forward or backward. Roll 2d6 when a magic gate is traversed:

- 2-6 Advance 1 area
- 7-8 Advance 2 areas
- 10-12 Advance 3 areas

JOURNEY TO THE TOWER

PROVIDED THEY HAVE a ship to navigate the waters of the principalities, the heroes' journey to the Tower of Many Doors is uneventful until they approach. They reach the shore where the tower looms ominously above jagged rocks. A wicked melody warns against advancing any further. Only their mind can stop them, they may advance freely. A small grotto at the tower's feet welcomes travelers. A stone circle inside features glowing runes. A mage may identify these as teleportation symbols (DC 11 Arcana). Stepping on it takes the heroes to area 1.

DEPTHCRAWL PROCEDURE

EACH AREA HAS one or more portals (see map). The heroes start in the central hub. They have eight portals to choose from, however, all of them will transport them to area 2. From there, roll a 2d6 each time they advance:

- **2-6.** The heroes advance or return 1 area.
- **7-8.** Advance or return 2 areas; e.g., from area 6 to 8 moving forward, area 4 to 2 moving backward.
- **10-12.** Advance or return 3 areas; e.g., from area 3 to area 6, without passing through areas 4 or 5.

1. TOWER MAIN HUB

A vast, circular chamber illuminated by an eerie, ambient glow. Eight portals, each pulsating with arcane energy, line the walls, their ethereal light casting dancing shadows on the polished marble floor.

Several imposing columns, carved with arcane runes, flank the red velvet sofas arranged in pairs, their seats facing each other near the point of arrival. This is where the heroes are transported upon entering the tower.

The characters hear the creator of the tower's voice, Alder Razmodius before they choose a portal:

"Magic is treacherous, and the arcane mercilessly ungrateful. I dedicated my entire life to its study and comprehension, only to become a filthy slave of its chaos and unpredictability. But magic won't get the last laugh, even in this ethereal shape, I can bend the fabric of reality. I shall persevere. And you? You shall be my test subjects. You shall witness how I have transcended the physical boundaries of life itself!"

The characters are free to cross any of the eight portals in the room. For the mechanical purposes of the dungeon, the heroes shall end up in area 2 regardless of which portal they choose. However, once they step into area 2, the portals follow the rules described in **Depth-crawl Procedure**. This means they may have to cross the portals several times to reach a specific area.



PORTAL CONDITIONS

When the heroes reach a new area, the portals become dormant for as long as that chamber's conditions are not met. Monsters must be eliminated, the traps must be triggered or bypassed, or in any case, overcome the obstacles or threats presented in the area in question. Only then, will the portals be activated. There are rooms with only one magical door. The travelers choose if they wish to return or go forward whenever they cross a portal's threshold, regardless of its location in the room.

2. CHAMBER OF ARMORS

A golden jar is flanked by six sets of armor. Four of them are magical constructs (**animated armors**). They are ready for battle whenever intruders cross the portal.

3. THE CAULDRONS

Four columns flank the dimly lit room. The chamber houses four cauldrons bubbling ominously at its center, surrounded by scattered chairs and barrels.

The heroes must decipher the cryptic riddles inscribed on the cauldrons to understand the sequence of ingredients that must be poured (DC 12 Intelligence), thus reactivating the portals to advance toward the next area.

► **Fumes.** The fumes produced by the cauldrons burn nostrils and lungs. Living creatures in the room take 1d8 damage (DC 11 Constitution check for half).

► **Missteps.** Failing to understand what to do and experimenting results in a thick, blinding smoke that fills the room. This reduces visibility to 5 feet and causes a **will o' wisp** to spawn from a cauldron. Defeating the monster becomes the new condition to reactivate the portals.

4. WICKED LABORATORY

This room exudes an air of dread, dominated by two tables bearing dissected bodies, their lifeless forms partially obscured by bloodstained sheets.

Nearby, three mechanical devices resembling engines hum ominously. Before the heroes can explore the room, the two corpses (**zombies**) rise and attack.

The arcane engines are responsible for the right functioning of the traps in areas 5 and 12. They can be deactivated as long as a mage understands how they work (DC 13 Arcana). Failure means the engines continue working as intended. A *dispel magic* spell does the work too.

However, failing this check by 5 or more, or using force causes the trap engines to break. This means that all the booby-traps described in areas 5 and 12 act erratically; they become more dangerous and harder to bypass (increase DCs described there by 2), and their mechanisms can no longer be disarmed by a cunning thief.

5. CHAMBER OF DEATH

When the heroes reach this area, they are greeted by the sight of four automated crossbows, two spiked pits, and a pair of crushing walls in the middle of the corridor.

A rogue may disarm the crossbows and the crushing wall traps in this area (DC 14 Thieves' Tools check). It takes 20 minutes to complete this task. This is not possible if the heroes break the devices in area 4.

► **Crossbows.** The weapons make the following attack on a random target on sight: Four bolts +4 (1d8). Failing to disarm these by 5 or more triggers another shot.

► **Pits.** Both openings have the same dimensions. The heroes must jump the 5-foot-chasms (DC 13 Athletics). The same check serves to jump both. Failing means the jumper barely grabs the edge, hanging for dear life. Repeat the check to determine if they fall or climb up. Creatures that fall get impaled, get 2d8 damage, and must spend 10 minutes to climb back up.

► **Crushing Walls.** The nasty moving walls crush whoever steps in the area between the pits. The heroes must jump away and fast (DC 14 Athletics with advantage if they jump the pits successfully). Failing means the crushing walls make them miss their second jump and fall into the spiked pit. Failing by 5 or more means the moving walls crush whoever stands in the middle (this deals 4d8 damage and would most likely kill the victim).

6. ALDER'S LIBRARY

This room contains several shelves full to the brim with books and tomes while three desks present evidence of the creator of this place and his last projects.

If the heroes spend 10 minutes searching the area, they find some of Alder's notes and journals. They learn that Alder is the creator of this place and that his magic prowess has allowed him to transcend the boundaries of mortality. They may infer what happened to the mage thanks to Alder's welcome message (see area 1).

► **Treasure.** Their search also yields a pack of luxury paper scrolls (25 gp), quality ink and quills (40 gp), a set of bone dice (30 gp), a polished wooden case with two *potions of healing*, and an *immovable rod*.

7. MUSIC ROOM

This an intimate chamber adorned with a plush, crimson carpet. At its center stands a grand piano, its polished surface gleaming; a majestic harp rests next to it. The air is filled with a haunting melody that plays on its own, creating an eerie yet captivating atmosphere. To proceed, the heroes must decipher and replicate the haunting tune on both instruments (DC 12 Performance), as only the correct notes will reactivate the portals. Three **shadows** attack if the heroes are unable to play the song well.

8. ARCANE ENGINE

This magical device is responsible for the correct functioning of the dungeon's portals. The engine breaks if the heroes attempt to manipulate it in any way. This causes the portals to act erratically; sending travelers to random chambers each time they cross a threshold (3d10 and divide the result by half, that is the area they travel to).

9. MAGICAL FEAST

A large table brimming with drinks, food, and exotic pieces of fruit. Chunks of delicious meats and cheese fill the room with an almost palpable scent.

Even if the characters are not hungry, the food in the room features a hex that may summon their appetite (DC 12 WIS). On a fail, they sit down to eat as their hunger gets the best of them. It is only after a couple of minutes of engulfing food that they realize the illusion; the foul taste of maggots and rotten meat becomes clear as day. Those who eat lose any **inspiration** and obtain a magical disadvantage on the next attack of check they perform.

Resisting the temptation to eat for 10 minutes is the answer to this obstacle. Each minute that goes by, the food becomes less and less appealing, until the heroes can see it for what it is in truth. Strong-willed characters that refrain from eating earn **inspiration**. Either way, the magic portals are activated again.



THE OBJECTIVE

- If the heroes are looking for ancient artifacts or weapons to boost their combat prowess and make them stronger, their best shot is the tower's vault (area 15).
- If what they want is insight or a revelation that teaches them lore that helps them understand their enemy, the answers they seek shall be found in area 11.

10. ALDER'S QUARTERS

In his ethereal shape, Alder no longer has use for his bed or mortal stuff. The place remains impeccable, though; an aura protects everything from the passage of time.

► **Treasure.** Searching the area for 10 minutes yields: a mahogany chessboard (40 gp), a silver long sword (45 gp), a hand-drawn bestiary of rare creatures (95 gp), a pendant with three pearls (120 gp), and a polished case with a magic wand with a Wizard's 3rd-level spell.

► **Alder.** Grabbing anything summons the creator of the tower (**ghost**). His soul and mind have gone mad. He cannot be reasoned with. If the heroes read the documents in area 6, they know who the ghost is. Calling Alder Razmodius by his name makes him remember who he was in life. This destabilizes the monster (all attacks are made with disadvantage for 1 round). If able, Alder flees when reduced to half his Hit Points.

11. THE PRINCIPALITIES CONNECTION

Statues of aquatic creatures, carved in exquisite detail flank a well with shimmering waters. Intricate murals on the walls depict the vast history of the Moon-Touched Principalities and its peoples.

The heroes may spend 10 minutes observing the water in the well, they shall experience a vision. In a matter of seconds, they see an ancient water goddess in all its splendor. They learn that an alignment of astral bodies occurs every 4,200 years. And they understand that his phenomenon affects the sea creatures' behavior. The vision also shows them a place called the Endless Storm and an ancient ritual performed thousands of years ago to appease the water goddess and maintain peace.

12. CORRIDOR OF FIRE

The heroes must move fast to avoid getting burned. However, the jets' pattern is hard to read (DC 13 Acrobatics). Failing means they take 1d10 damage. A rogue may attempt to disarm them (DC 12 Thieves' Tools).

13. THE UNDEAD GUARDIANS

When living creatures arrive, the six sarcophagi open; two **ghast** and four **skeletons** come out and attack. The red jars in each corner release a **shadow** each combat round after the first (four total). Pouring holy water on any of the jars neutralizes the shadows' appearance.

14. THE URN OF WISDOM

A golden urn stands proudly at the end of the room. Four statues flank the small chamber. The urn showcases a series of jades around its base. This formation is a subtle representation of an obscure deity. Spending 10 minutes meditating at this pseudo-shrine grants **inspiration**. One of the statues is a **gargoyle**. It attacks if anyone attempts to defile the urn or remove it.

15. VAULT

The treasure is unguarded, free for the taking. But the heroes need to cross numerous portals to get here.

► **Treasure.** The dungeon's coffers have 786 gp, 7,345 sp, and 10,762 cp. The heroes also obtain a *Trident of Fish Command*, a weapon that sea folk fear with such intensity that it alone can change the course of history.

ADVENTURE CONCLUSION

CRUCIAL INSIGHT

The heroes learned not only real facts about the past of the Principalities but also the magical means to appease the water goddess in area 11. The heroes' employer shall be pleased to know violence is not the only way.

THE MEANS FOR WAR

The heroes found the dungeon's vault (area 15). They retrieve the *Trident of Fish Command*; it shall turn the tides of the war. In this case, their employer wants bloodshed. And thus, the waters shall be painted with red.



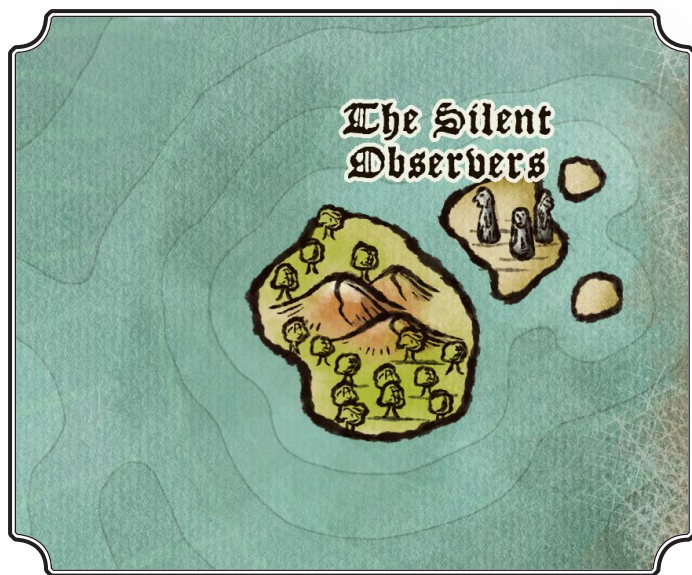
THE SILENT OBSERVERS

Mortals come and go as their lifespans expire. But the observers remain, ever-watching, cunning, and attentive. Nothing escapes their otherworldly sight.

Faded Inscription

The origins of the Silent Observers are shrouded in mystery and obfuscated by myths and legends that claim different things. Next to nothing is known of who sculpted the timeless monoliths that stand on Blue Gaze Island. The isle is located north of Onyx Keep, beyond the Endless Storm that assails the region and serves as the source of the deranged sahuagin raiders. Blue Gaze Island is a barren place that contains only the three cyclopean menhirs.

Scholars have recorded the chambers beneath each structure and the mist-filled crystal balls in each room. Legend has it that each arcane orb is connected to a facet of existence and visitors can commune with them. According to the stories, there is a secret structure accessible only to worthy individuals. In the confines of that space, the Silent Observers finally open up and spill their secrets; for they know all that can be known.



ADVENTURE HOOK

Rumors of Guidance. The characters hear the rumors of this place either in Saravenna or Onyx Keep. Word on the street is that the Silent Observers hold the elusive knowledge of ancient celestial maps, crucial for navigating uncharted seas and understanding the planes. There are even outlandish claims that the observers can answer any question or even grant wishes.

Level 3 Encounter

► **Danger.** Unsafe. Check for a **Random Event** every 30 minutes and after loud noises (4-in-6 chance).

► **Barren Land.** Within 50 feet of the Silent Observers, the sounds of the ocean and wind quiet down to create a mood of desperation and eerie despair.

► **Magic Aura.** The *detect magic* spell reveals a strong aura of divination magic from area 7. It can be detected at the surface from as far as 70 feet from area 2.

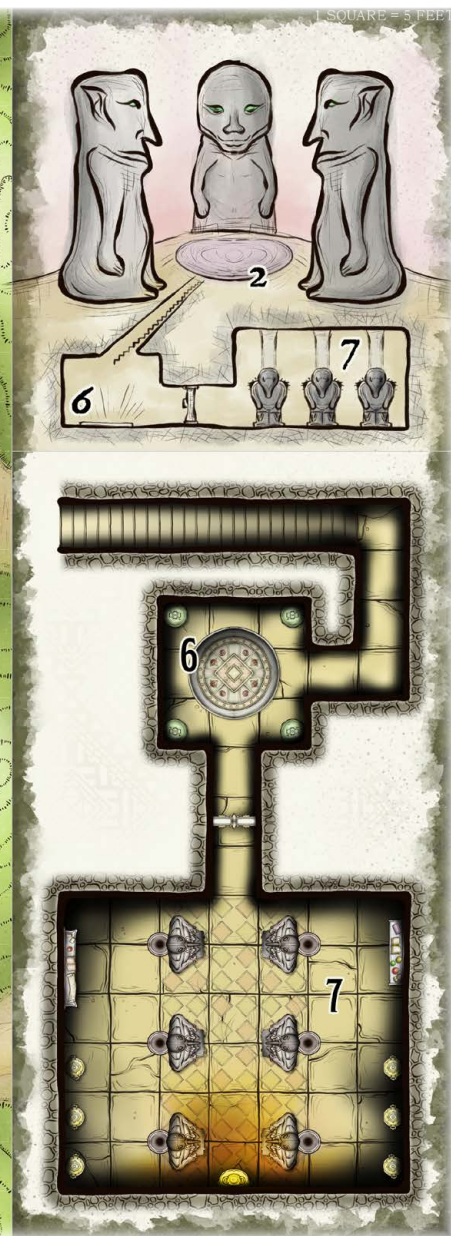
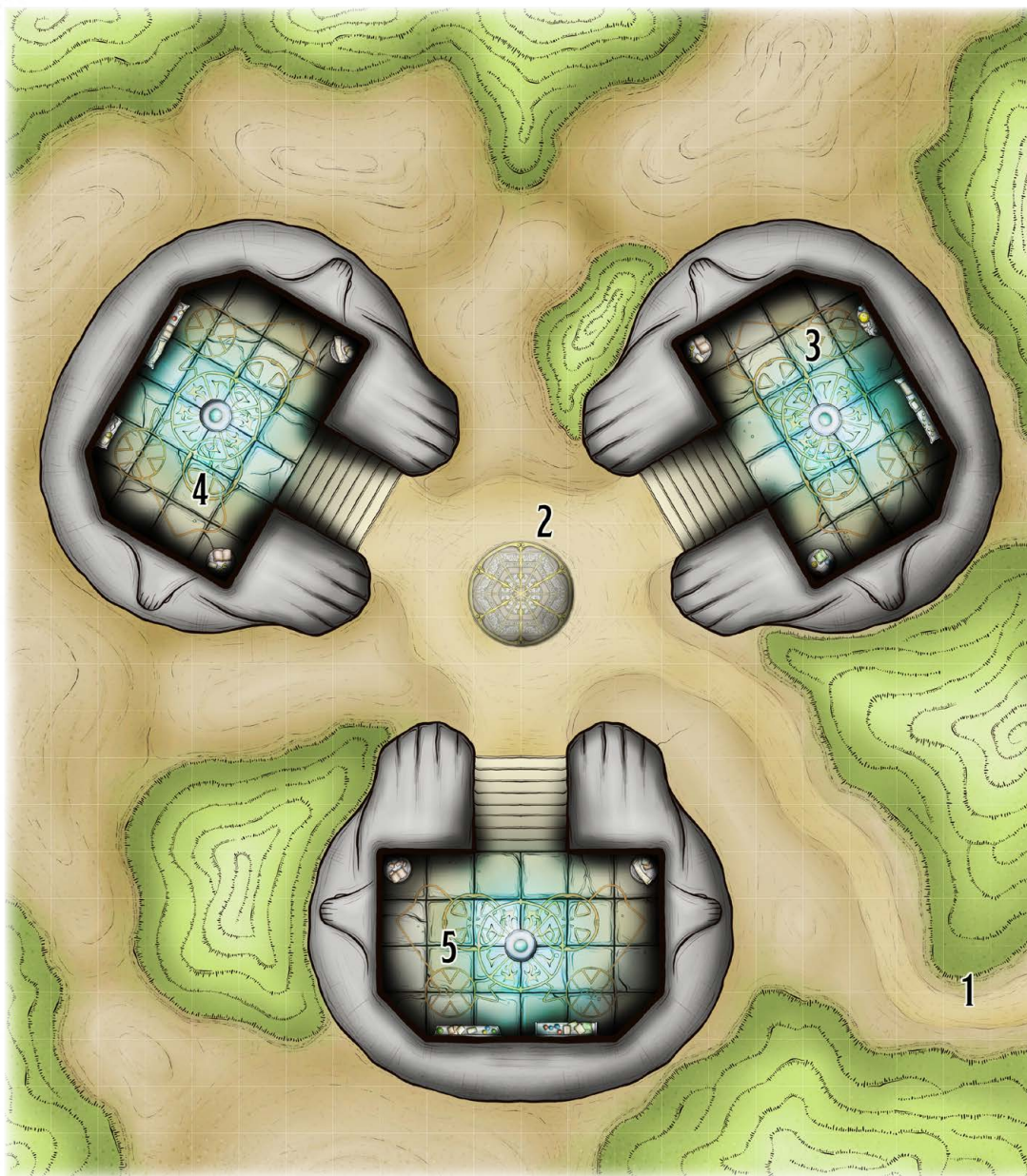
1. THE LONELY ISLAND

Trips to Blue Gaze Island take two whole days due to its remote location and the need to circle around the Endless Storm for a safe journey. The retired mariner, Dan, is willing to make the trip from any port; despite the inherent danger it poses. The sailor claims that an old pirate used to boast about visiting the chambers underneath the monoliths in Blue Gaze Island. A seldom-trodden path leads to the fabled basalt monoliths.

Three 50-foot-tall, basalt statues stand proud in a circle. Their crude faces appear impervious to the ages and the brackish wind that scours the coastal region.

RANDOM EVENT

d6	Details
1	A sudden, fierce storm rolls in from the sea. Alas, within 50 feet of the Silent Observers, the storm quiets down to a drizzle.
2	Four brave bandits disembark on Blue Gaze Island looking for easy treasure. They may join the characters (DC 17 Persuasion).
3	Mist shrouds the area as vivid apparitions of past visitors coalesce. Their voices are muffled and cannot be understood. Out of the hundreds that appear, only a select few manage to make the circle in area 2 open. They descend into the darkness below.
4	A wise gynosphinx , a scholar of this ancient location lands in area 2. The sphinx is neutral to the characters unless she is attacked. The aloof sphinx speaks in riddles and appears to have a message for the party but it may just be the way she speaks.
5	Three giant crabs emerge from the ocean waters and venture onto the island preying on the characters.
6	The sun fades for 1 minute as if during an eclipse. Astral bodies shine twice as bright during this strange phenomenon.



2. THE CENTRAL CIRCLE

A 1-foot-tall circle etched with ancient markings faintly glimmers as if refracting the light from above. Its east side rests on a large iron hinge mechanism.

This circle features a rune sequence that spellcasters can use with the *teleport* spell to instantly travel to this location. It is also a trap-door-like structure; the stairs that descend to area 6 lie underneath the circle.

► **Circle and Door.** This door has not opened in centuries. Completing the trials in each of the monolith chambers (areas 3-5) causes the circle to lift on its hinge and reveal the stairs to area 6. The hinge is protected by a field equivalent to the *wall of force* spell.

► **Break-In.** Magic weapons can hack the circle-door to pieces (2-in-6 chance of the weapon being destroyed). The heroes may also dig 30 feet down to access area 6 (DC 14 Athletics). Either task takes 30 minutes.

3. TRAIL OF THE GAUNT VISAGES

A smoke-filled crystal ball lies on a stone plinth. Complex markings on the floor whisper of ancient planar formations and untold astral movements.

The contents of this chamber are guarded against the passage of time. An assortment of varied trinkets, left by past visitors as tribute, lies on several tables and shelves. A few of them are made of gold and silver (20 gp).

► **The First Trial.** Gazing at the swirling smoke within the crystal ball for 10 minutes triggers this trial. Three necromancy-infused abominations materialize in the chamber. The faces of the three hooded figures resemble the strange, inhuman visages of the Silent Observers. The three **wights** brandish obsidian axes; they fight fiercely until they are utterly destroyed in combat.

► **Treasure.** The three obsidian axes are works of expert craftsmanship. Each axe is worth 30 gp.

4. TRIAL OF THE PIERCING MIND

The contents of this chamber are similar to those of area 3 but one of the shelves contains a wall-packed library.

► **The Second Trial.** Gazing at the swirling smoke within the crystal ball for 10 minutes triggers this trial. A question in Draconic appears in the air, as if written with a fine feather pen: “*What is the distance from this island to the furthest moon in this physical world?*” The answer requires the party to delve into the library books in this chamber and perform complex calculations only a scholar or a student of arcana can do. The calculations take 20 minutes to perform and require a DC 13 Arcana to obtain accurate data. Failure takes double the time to reach the required result (40 minutes).

5. TRIAL OF THE BRAVE HEART

The contents of this chamber are similar to those of area 3 but silhouettes of hooded figures adorn the walls. An inscription in Draconic reads: “*Blessed are those who master their fears for they are truly invincible.*”

► **The Third Trial.** Gazing at the swirling smoke within the crystal ball for 10 minutes triggers this trial. Three shadowy figures coalesce and advance toward the characters wielding daggers. If the characters fight back, the three **specters** fight without mercy until slain. The trial is failed but can be attempted again after 10 minutes. Standing immobile with brave resolve as the shadows approach until they are within arm’s length causes the trial to be passed. The shadowy beings sheathe their dark blades, stand, and bow as a sign of respect. They disincorporate into a thick mist after that.

6. SANCTUM’S ANTECHAMBER

This small chamber contains four empty tables and a rune-etched circle. The circle is inert and possesses no magical qualities. The door to area 7 features a high-quality lock (DC 16 Thieves’ Tools). The door can also be destroyed in 10 minutes with shovels and pickaxes.

7. THE SANCTUM

Two rows of tall effigies stand before the entrance. They are beaked humanoids with large, piercing eyes that appear to follow others as they move about the room. A gilded vase stands at the end of the room.

► **Visions from Beyond.** A mental connection bonds the characters with the minds of those who created this place. The characters know they can gaze into the vase and ask a question. If the information can be known, it is answered truly. The characters can learn the following:

- There is a temple-like structure at the center of the Endless Storm, submerged in the eye of the storm. The sahuagin goddess’ avatar awaits there.
- The sahuagin deity’s avatar can only be slain with the *Green Claw*, the *Magma Hammer* hidden in the Vault of Molten Stone, or the *Trident of the Seas* hidden in the Tower of Many Doors. No other weapon can deal a deadly blow to this being.
- The *Magic Jar* in the Tomb of Princes, a shunned burial site west of Saravenna, can magically bind any entity. It can be used to entrap the sahuagin deity’s avatar. Such an action facilitates the end of the Endless Storm without killing too many sahuagin.



Upon the briny deep, two princes bold did stand,
In quest to quell the beasts of ocean's darkened strand.
One wielded sword of steel, with might he sought to reign,
His brother, gentle heart, sought peace amidst the bane.

“With force,” quoth one, “we’ll tame the tempest wild,
Drive back the creatures fierce, by valor undefiled.”

“Nay,” the other spoke, “let wisdom’s light prevail,
Seek we harmony, and in that quest, not fail.”

Beneath the moon light, the brothers forged their path,
In unity or strife, to quell the sea’s fierce wrath.





In the early days of the Moon-Touched Principalities, a site of burial for the regal princes to rest during the afterlife was built. The Tomb of Princes contains seventeen caskets. The principalities' founder, a great conqueror, divided the region into two realms and gifted each to his children; ever after known as the Moon Prince and the Sun Prince. The other tombs in the dungeon belong to their descendants; all of them princes in their own right. Eight for each principality.

The Curse

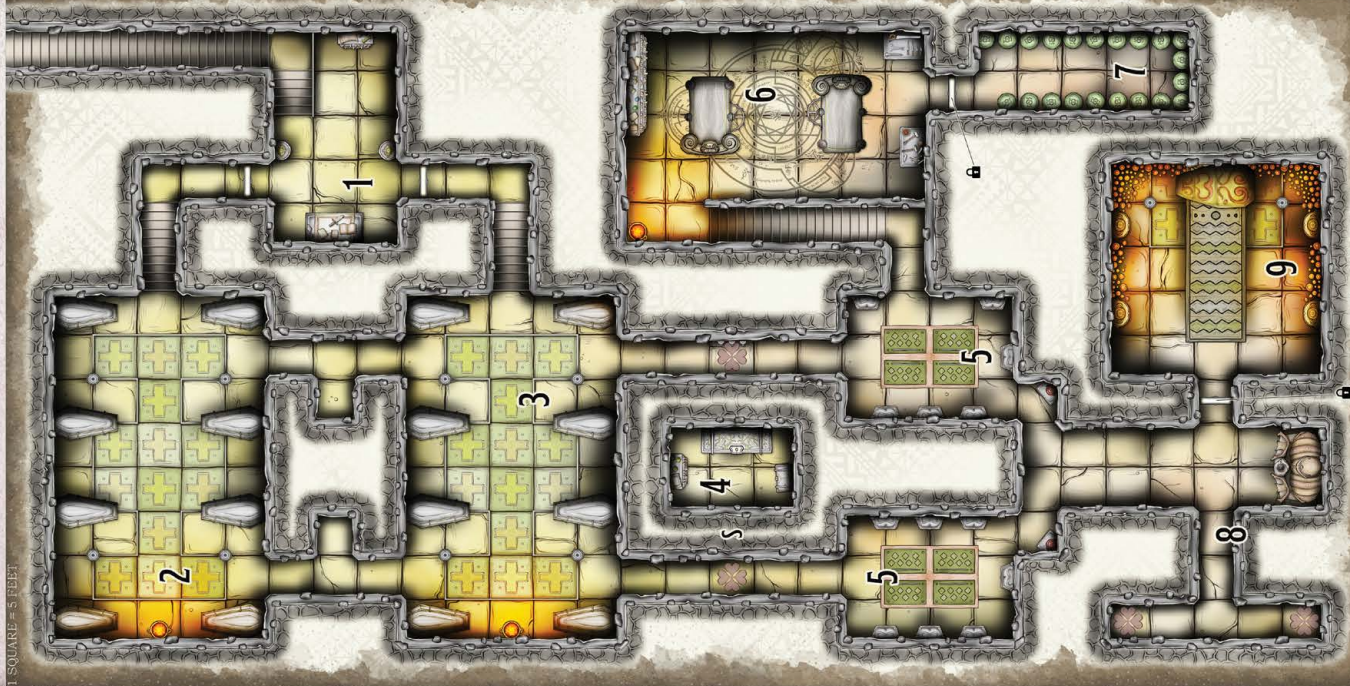
The practice of burying the princes here stopped after a necromancer cursed the Sun Prince centuries ago to roam his tomb; trapped in his decaying corpse for eternity. The foul magic spread and turned the place into a theater of damnation and despair. The tomb was abandoned and most information about it was lost or forgotten. The princes are now interred in small cemeteries in their respective palaces; the nobles' forgetting of the burial site of their ancestors is deemed disrespectful by the undead that roam this tomb.

The Expedition

Four weeks ago, a scholarly expedition set out from the capital, Saravenna. They crossed the mountain range and found the fabled dungeon. With little information about why the place was abandoned and shunned, they delved into the tomb without care. They met the undying abominations of the founding princes soon. Ill-prepared, most of them were torn to pieces by the savage undead. Only a lowly hired guard managed to survive and find his way back to Saravenna. The traumatized guard lost his ability to speak after witnessing the flesh-eating horrors in the Tomb of Princes. All he retrieved from this place was a gaze of utter lunacy and a deep gash in his chest.

Tomb of Princes

1 SQUARE = 5 FEET



Adventure Hooks

► **Rescue.** The patron of the original expedition, a wealthy merchant named Varandro, offers a reward of 400 gp for rescuing whatever artifacts the scholars found, bringing back their remains for proper burial, and finishing the job of exploring the cursed tomb. He believes important information about the principalities' history is there. As he is a patron of the local museum, this endeavor interests him.

► **The Magic Jar.** An ancient myth speaks of an arcane container capable of binding any being, a form of magical incarceration. The few clues about, in myths, legends, oral stories, and moth-eaten tomes, point to the Tomb of Princes. The data is not promising but something of great value ought to be buried therein.

Random Events

Roll 1d8 for a random event inside the dungeon every 20 minutes and after loud noises.

1. Two **rust monsters** burst through a wall hungry for the characters' metal armor.
2. A sepulchral wind consumes all fires.
3. Four **skeleton guardians** with fiery eyes stumble in from the darkness ahead. They were once a prince's honor guard.
4. Three **brave mercenaries** enter the dungeon looking for wealth. They may join the party if offered good terms.
5. A deathly voice beckons characters to approach the founder's tomb (area 9).
6. An earthquake shakes the compound, causing debris to fall on the characters.
7. Two **zombies** wearing scholarly clothes stumble toward the characters.
8. Two **sahuagin** explorers arrive at a nearby shore and delve into the dungeon. The frenzied fish-folk attack the party on sight.

1. Antechamber

The ledgers in this room's bookcase and desk are eroded beyond readability. There is evidence of the passage of the recent expedition.

2. Chamber of Sun Princes

Eight stone sarcophagi line the walls of this chamber; their heavy lids are ajar. Plaques by each casket detail the name and exploits of each prince. Students of history recognize these as the first eight men who held the title of Sun Prince. The gnawed bones of seven people are spread across the cursed chamber.

► **The Princes.** The expedition guards managed to slay two of the undead abominations. The remaining six zombies emerge from their enclosures wearing tattered, but regal, attire. Two of them brandish, gem-encrusted long-swords, fit for a king. Each is worth 120 gp.

3. Chamber of Moon Princes

This room is almost identical to area 2 but the plaques describe the first eight Moon Princes. In addition, there is evidence of a gruesome battle. The expeditionary force was first attacked here. The rotten remains of six reanimated Moon Princes lie on the floor along with at least twelve scholars and hired guards.

► **The Undead.** The remaining two zombies emerge from their enclosures and attack. Four members of the expedition force rise as skeletons under the undying princes' command.

► **The Coward.** A sarcophagus is closed. The desiccated body of a scholar is there. He closed the lid on himself to avoid the massacre. Ultimately, he perished from dehydration.

4. Secret Vault

Observant individuals find the hidden button that reveals access to this treasure room.

► **Treasure.** The coffers contain 1,400 gp, a *potion of valor*, and a sentient *+1 greatsword*.

5. Honor Guard Tomb

Each of these chambers contains standing, stone, caskets that hold the honor guards' remains. Each time the characters pass through here, there is a 3-in-6 chance that a **skeletal guardian** emerges from one casket to fight.

6. Embalming Room

The embalming implements and literature imply that this tomb was meant to grow to keep the remains of the regal families but the necromancer's curse put a stop to that aspiration.

► **Treasure.** The bookcase contains a spellbook with eight random Wizard spells and a case with two random *spell scrolls*.

► **Locked Door.** The entrance to area 7 features an *arcane lock* that can only be dispelled with magic.



7. Abode of Earthly Vases

Twenty-one clay vases line the walls of this dark chamber. All except one contain a bound **shadow** that attacks when it is opened. The remaining container is the *Magic Jar* which can bind and contain any entity in the multiverse.

► **Discernment.** A spellcaster can use *detect magic* to discern the artifact from the deadly, shadow-bound vases; it is not an easy task.

8. The Basalt Champion

From the tall, armor-clad statue comes a sepulchral utterance: "*You must choose the sun or the moon before you proceed further.*" The voice refers to the small hallways west of the statue. The north one bears a sun bas-relief sun on the wall. The south wall features a moon relief. The first person to walk to either relief marks the choice for the party and causes the stone gate to area 9 to open.

► **Way of the Sun.** The characters are blessed (1 year). They are immune to all diseases and have advantage against poison effects.

► **Way of the Moon.** The party is blessed (1 year). They have advantage on casting spells and stealth abilities under the moonlight.

9. The Founder's Tomb

The gilded sarcophagus of the great conqueror who founded the Moon-touched Principalities is surrounded by countless, ever-burning candles. The **ghost** of this remarkable person appears by the casket and greets the characters. He thanks them for cleansing the tomb from the necromancer's curse but laments that it entailed so much death and destruction.

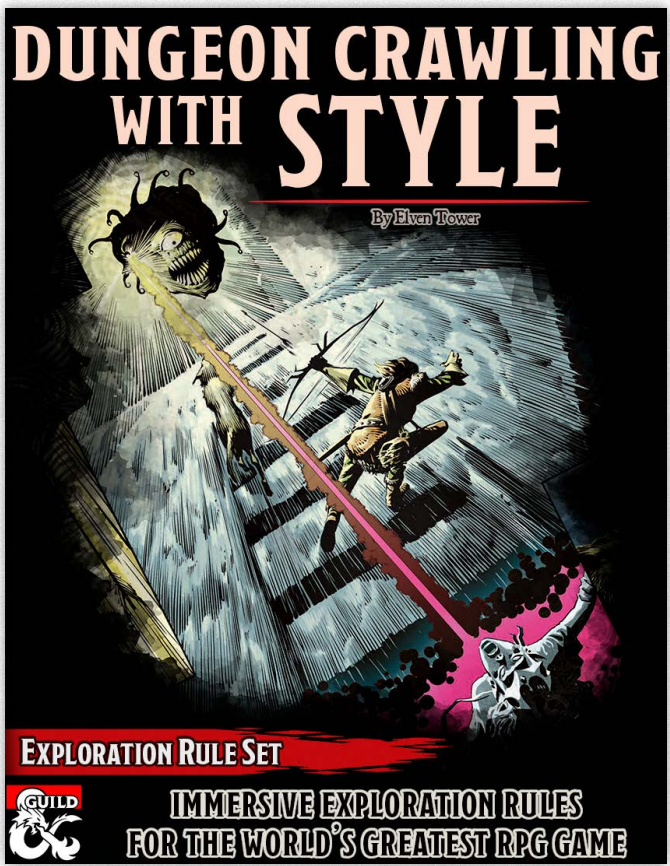
► **Wisdom.** The ghost offers, as a sign of gratitude, to grant a wish to the party. He warns that his power is not comparable to that of genies and that abusive wishes tend to cause unexpected consequences. Alas, he shall give his best to grant the party's request.

Undying Sun Prince



Dungeon Crawling with Style

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Reimplementing these systems provides depth to dungeon-delving by making storage space and lighting important again. Tracking time makes the world more believable as it feels like a real thing that reacts to the characters.



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VAULT OF MOLTEN STONE

“Extraplanar, fiery rage flows through my core. Wield my strength and be a witness of a conflagration that shall cleanse your enemies from this world.”

Voice of the Magma Hammer

These ancient halls were built by dwarves thousands of years ago. Once, the dungeon was connected to a great city in the Underdark but the tunnels were destroyed eons ago. The Vault of Molten Stone is a forge that commands the elemental power of a volcano. The forge chamber is so hot that heat protection is required. Dwarf craftsmen used it to create peerless marvels. One of these relics of great power is the *Magma Hammer*; a weapon and forging tool made of red-hot stone that never cools down.

Dwarves have not visited this place recently. Some daring explorers have delved into the first chambers but found their resolve broken by the inclement heat and the deadly traps and guardians. Another secret of great relevance lies hidden in a treasure room (area 11): a scroll that depicts a forlorn ritual capable of appeasing the Avatar of the Sea, the sahuagin goddess, and bringing peace.



ADVENTURE HOOKS

The Hammer. The high priest of Saravenna's Chapel of Fire offers a hefty reward for retrieving the *Magma Hammer* said to be hidden herein. The high priest claims this relic belongs to the church (400 gp).

Royal Agents. Prince Daelin from Onyx Keep believes this dungeon holds a truth with the power to stop the sahuagin without using force. He wishes for the hammer to stay away from Saravenna's troops, who only want war. He is interested in a magical means to accelerate the ancestral event affecting the sahuagin.

Level 4 Dungeon

► **Danger.** Risky. Check for a **Random Event** every 20 minutes and after loud noises (4-in-6 chance).

► **Light.** Most areas are dimly lit by the lava; unless the flow is stopped. All denizens have **darkvision**.

► **Heat.** Creatures within 5 feet of a lava canal take 1d6 damage every 10 minutes. This effect can be ignored if magic or special attire is used. The heat in area 9 is too intense to bear without magic. Stopping the lava flow in areas 7 and 8 lowers the heat enough to enter.

1. ANTECHAMBER

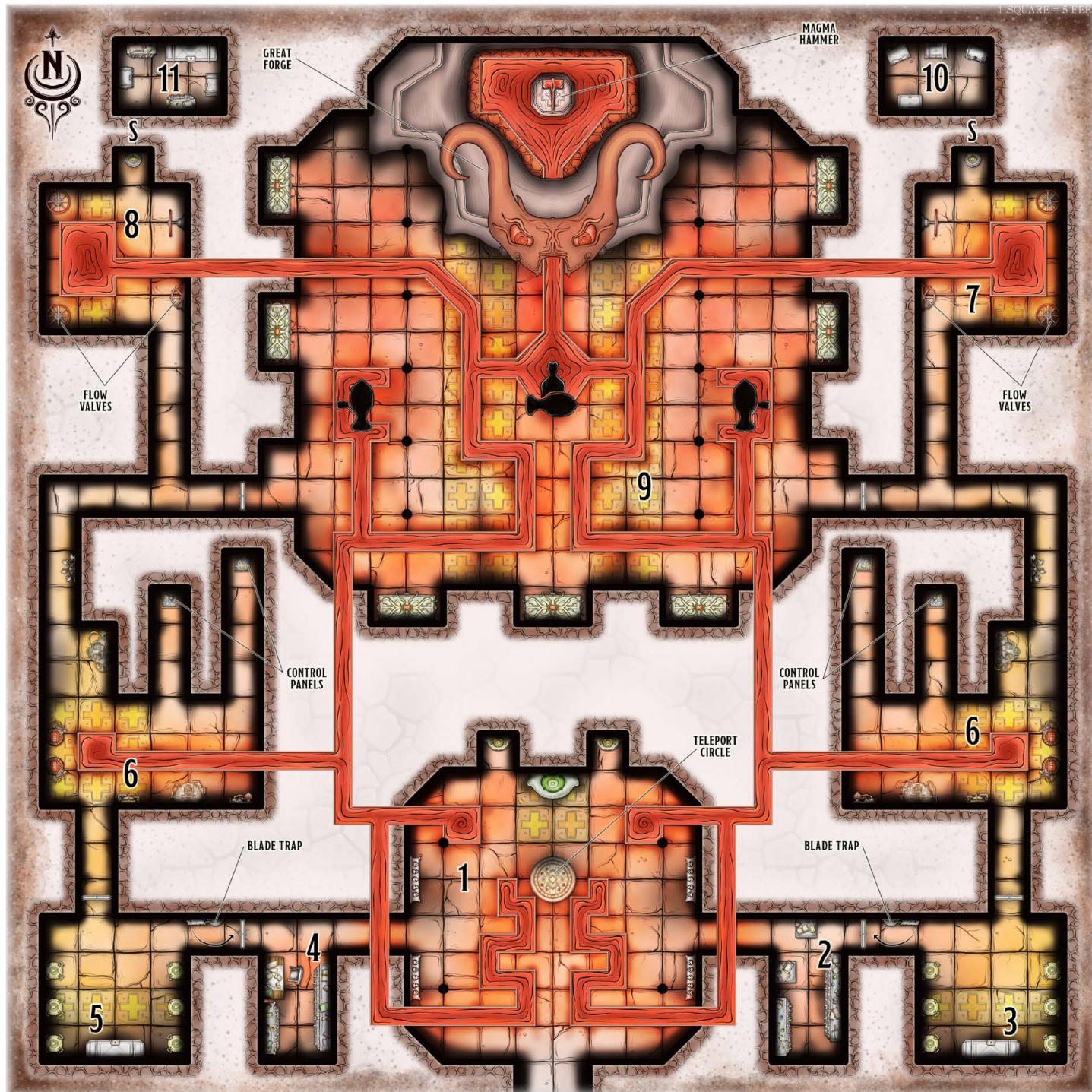
Several lava canals converge here, flanking the central circle and passing by skull-littered shelves.

► **The Skulls.** Dwarven skulls of renowned craftsmen are on display here; their names etched on the bone.

► **The Vases.** The gilded vases by the back wall contain black flammable powder. If packed tightly, it can be used to improvise an exploding device (DC 13 Arcana).

RANDOM EVENT

d6	Details
1	A salamander emerges from a nearby lava canal and attacks non-dwarves. It flees if reduced to half its Hit Points.
2	Lava flows harder, the canals overflow, and lava pours onto the floor. The characters must quickly avoid it (DC 14 Dexterity / 2d6 damage). Lava outside of the canals disappears at dawn. If the lava flow was stanchied, it returns to its normal flow rate.
3	A lava bubble in the canal bursts. Creatures within 15 feet take 2d8 damage (DC 13 Dexterity save for half).
4	Spectral apparitions of dwarven blacksmiths can be seen walking toward an anvil and hammering at a piece of metal. The only sound carried through the ether is the hammer as it hits true. The visions disappear after 10 minutes.
5	A hidden pressure plate triggers a thrusting spear trap. A random hero takes 1d10 unless they jump aside (DC 14 Dexterity).
6	A sudden burst of heat and sparks sets on fire a random object worn or carried by the party.



2. THE ARCHIVE

The tomes and scrolls in this chamber keep an accurate, time-resistant log of dwarven blacksmiths and their metalwork creations in the Great Forge (area 9).

► **Floor Plan.** Exploring the archive for 10 minutes reveals a detailed plan of the dungeon. The characters learn of the secret rooms and gain insight into the working of the flow valves in areas 7 and 8. Learning this provides advantage in operating those valves. It also reveals the presence of the fire elemental in area 9.

► **Lost Lore.** Four tomes with secret forging techniques known only by dwarf artisans can be sold to the blacksmith, Amman, in Saravenna for 350 gp.

3. EAST ROOM OF MATERIALS

While symmetrical and orderly, this is a storage room. The large vases contain coal and burning powder. The large coffer contains iron and copper ingots.

► **Blade Trap.** A deadly device is triggered when the door to area 3 is opened. The blade swings inward and deals 4d6 damage to whoever stands on the threshold (DC 14 Dexterity save for half). Lethal damage dealt by this trap results in the disembowelment of the target.

► **Treasure.** The stone coffer contains one thousand ingots; most of them iron. Together, the ingots weigh close to 6 tons. The ingots can be sold wholesale in the principalities for 800 gp over a period of 3 months.

4. THE LIBRARY

This chamber contains a collection of poetry, fiction, legends, and dwarven architecture tomes. A log on the desk records recent readings. The most recent entry dates back to 850 years and lists a dwarven family name.

► **Arcane Lore.** Inspecting the library documents for 10 minutes disturbs the eternal rest of three undead **shadows**; they fight until destroyed. In the reviewed documents, but cleverly hidden in plain sight in a children's storybook inscriptions, there are three Wizard spells: *sleep*, *detect thoughts*, and *hold person*.

5. WEST ROOM OF MATERIALS

This chamber is similar to area 3 but the containers and ingot coffer are empty. A ghostly figure floats near the stone container; the remnant of a dwarven artisan.

► **The Spirit.** The **ghost** of Dirk Barkilli, a dwarf blacksmith, introduces himself to the party. He yearns to practice his craft once more but can only do so with the characters' help. Dirk confers one person the ability to resist all heat damage. If the characters agree to help, they must bring his etched skull from area 1 to area 9, attach it to the *Magma Hammer*, bring an ingot from area 3 and heat in the Great Forge, and hammer out its impurities. Then, Dirk gifts them a *scarab of protection*.

6. BLACK POWDER FACTORY

The machines in these rooms process the lava to create a fine, powdery substance that burns explosively when exposed to fire. When compacted in containers, it can be used to create explosive devices. Two such barreled explosives lie by the wall. If set off, all creatures within 15 feet take 6d6 damage (DC 13 Dexterity save). The machinery in the room can be used to produce enough powder for another barrel (DC 16 Intelligence).

7. EAST CONTROL ROOM

This chamber contains four valves that can be used to staunch the Great Forge's lava flow (DC 12 Intelligence). 1 **crawling round** after using them, the temperature in area 9 equals that of the rest of the dungeon chambers.

► **Secret Door.** In the alcove, opening the goblet lid reveals a hidden pathway to area 10 (DC 13 Perception).

8. WEST CONTROL ROOM

This chamber is similar to area 7 but the valves are rusted and corroded. There are also half-consumed remnants of iron ingots strewn across the stone floor.

► **The Oozes.** Five **gray oozes**, guilty of consuming the materials in area 5 and destroying the machinery here, cling to the ceiling. They drop in response to sound.

► **Secret Door.** In the alcove, opening the goblet lid reveals a hidden pathway to area 11 (DC 13 Perception).

9. THE GREAT FORGE

A 30-foot-tall, ominous-looking visage pours an endless flow of molten stone from its maw. It is the face of a mystical djinni, a primordial fire-based entity. Black anvils before the forge mark the place where countless craftsmen created marvelous trinkets.

► **The Caskets.** Seven ornate sarcophagi line the walls of this chamber. Each lid features a fist-sized ruby (50 gp each). When the characters come within 10 feet of an anvil, all lids slide aside. Seven **skeletons** emerge from the caskets to attack. The undead fight until slain.

► **The Anvils.** The three anvils are crafted from a strange, iridescent alloy. Their unbound hardness is the secret to many dwarven creations. Coming within 10 feet of the Great Forge causes a **fire elemental** to emerge from the lava. If the lava flow has been staunched in area 7, the elemental has 40 fewer Hit Points.

► **The Forge.** Beyond the djinni's decorative mask lies a magical kiln connected to the heart of a volcano. The forge's temperature is reduced for 10 minutes after defeating the fire elemental. It is possible to retrieve the *Magma Hammer* from within the forge's kiln then.

► **Treasure.** In the flaming depths of the forge's kiln lies the *Magma Hammer*, a weapon without parallel.

10. EAST VAULT

The room contains four stone chests arranged by the walls. Each brandishes an ancient dwarven clan rune.

► **Treasure.** The coffer contains 250 gp, 1,200 sp, two *potions of healing*, and three flasks of oil.

11. WEST VAULT

The room contains three empty chests and two bookshelves packed to the brim with tomes and scrolls.

► **The Ritual.** Studying the documents in this chamber reveals a ritual with the power to appease the Avatar of the Sea, the sahuagin goddess. A spellcaster must study these documents for 1 day to learn it. It was stored here by dwarves to work at the forge during the 10-year period during which the avatar appears.

THE MAGMA HAMMER

A warhammer of incandescent, molten stone that keeps its modest shape while radiating inclement heat.

Bonus. +2 sentient warhammer.

Benefit. Once per day, you can cause an explosion upon dealing a successful hit. Creatures within 10 feet (except you), take 4d6 damage (DC 14 Dexterity for half).

Epic Slayer. Immortal beings can be slain with this weapon as it bypasses their otherworldly nature.

AVATAR OF THE SEA

The primordial and elemental forces of the world know no loyalties. They choose no sides. They do not negotiate. That makes them more dangerous.

Elementals of the World, Tome III

The sahuagin goddess, revered as the Avatar of the Sea, was born from the primordial depths, embodying the ocean's fury and strength. The avatar is a formidable figure, a blend of humanoid grace, piscine features, and draconic majesty. Her scales shimmer in blue hues, fins, and gills accentuate her otherworldly form. Towering and majestic, her presence is both awe-inspiring and terrifying.

During a rare celestial alignment, a distant astral body intersects with the Material Plane, awakening the goddess from her slumber. This allows her essence to manifest, unleashing her influence upon the world. As the stars align, the goddess's presence triggers the catastrophic Endless Storm, reshaping the ocean's balance.

► **Resistance.** The avatar's astral body features magical protection. Damage taken is reduced by 10 unless artifacts of epic quality are used, such as the *Green Claw*, the *Magma Hammer*, or the *Trident of Fish Command*.

AVATAR OF THE SEA

Large humanoid (primordial), chaotic evil

Armor Class 15 (natural armor)

HP 105 (15d10 + 15)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	13 (+1)	17 (+3)	13 (+1)	12 (+1)

Saving Throws Str +6, Dex +4, Con +4, Cha +4

Skills Perception +4

Senses passive Perception 14

Languages Common, primordial

Challenge 7 (2,900 XP)

Liquid Movement. The avatar can move through bodies of water freely and cannot be grappled.

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

Innate Spellcasting. The avatar's innate spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The avatar can innately cast the following spells, requiring no material components:

At will: *detect thoughts, disguise self, mage hand, minor illusion*

3/day each: *charm person, detect magic, invisibility, major image, suggestion*

1/day each: *dominate person, counterspell, plane shift, lightning bolt*

Actions

Multiattack. The avatar makes three claw attacks.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 3) slashing damage.

Water Jet. *Ranged Weapon Attack:* +6 to hit, range 40/80 ft., one target. *Hit:* 10 (1d12 + 3) piercing damage.

Reactions

Parry. The Avatar of the Sea adds 3 to its AC against one melee or ranged attack that would hit it. It summons a water shield at the last second to block the damage. To do so, the avatar must see the attacker.



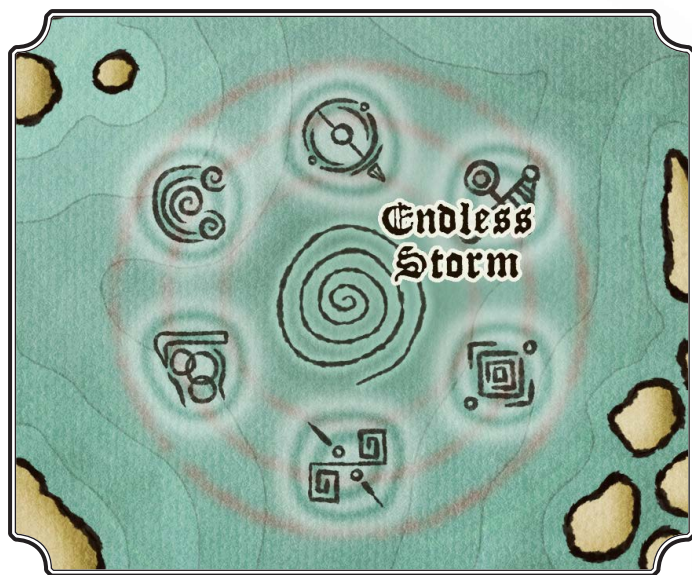
THE ENDLESS STORM

Beneath the boundless sky and roaring waves' might, mariners chart their course through the nights, unyielding hearts guide them, stars their only light.

Mariners' Saying

This formidable phenomenon in the heart of the sea is born from an astral alignment where a celestial body converges with the Material Plane. This cosmic event stirs the wrath of the sahuagin's awakened goddess, unleashing a decade-long tempest. At its core lies an ancient magic circle on the ocean floor, from which the sea erupts into a colossal vortex, swallowing all who dare approach.

Beneath the swirling waters, ancient structures tell a story of a forgotten age through faded murals, mosaics, and worn illustrations. The sahuagin, emboldened by their goddess, guard this sacred site, making any attempt to quell the storm perilous. The relentless assault of these sea devils leaves few options: confront them with blunt, effective force to eliminate them for good, or uncover a way to end the astral event earlier, and pacify the blood-thirsty sahuagin and the churning sea.



THE WEAPONS

THE HEROES REACH the heart of the Endless Storm carrying powerful artifacts with them: the *Green Claw*, a mithral mace cut like a tiger claw; the *Magma Hammer*, which holds the heat of a volcano's heart; and the *Trident of the Seas*, allowing them to command the waves and navigate safely to the storm's eye. Each artifact offers a unique advantage, but they all have one thing in common: they are the tools to strike true. Only with these weapons can the sahuagin goddess be defeated.

Even if their objective is to appease the goddess and perform the ritual that shall bring everything back to normal, the three weapons shall help them accomplish this.

ADVENTURE HOOK

Champions of the Sun. The characters pledge their loyalty to Prince Daelin Solara. They must reach the eye of the storm and perform the ritual that shall reduce the cosmic event's length from a decade to seconds.

Champions of the Moon. The characters pledge their loyalty to Prince Arion Lunastra. Using everything at their disposal, their mission is to destroy the ancient goddess, the sahuagin, and eliminate all threats.

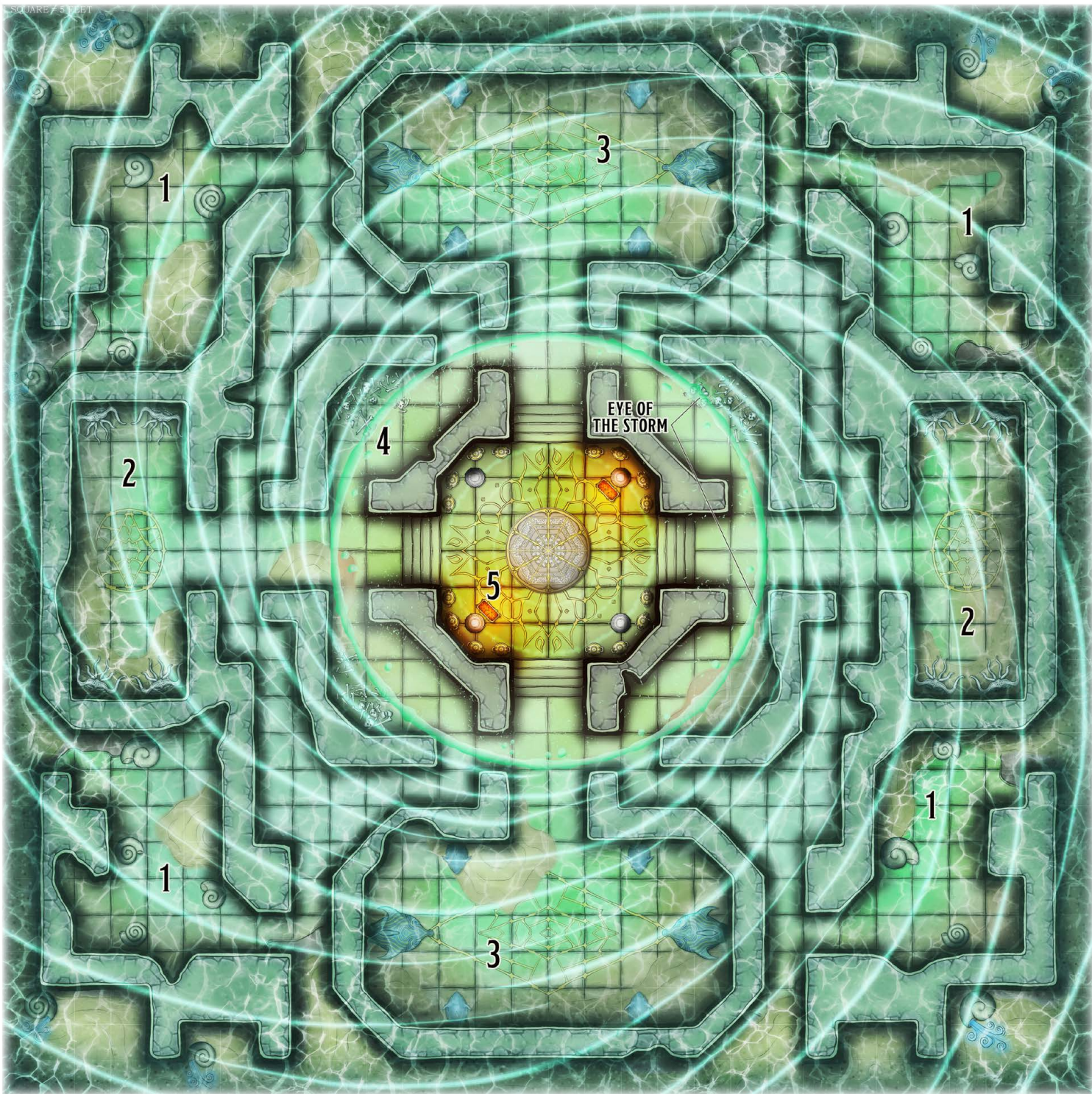
Level 4 Adventure

► **Danger.** Unsafe. Check for a **Random Event** every 20 minutes or after loud noises (4-in-6 chance).

► **Vortex.** The giant whirlpool has the strength of a hundred seas. Creatures and ships are sucked into the center and abruptly crash at the bottom. The heroes must find a way to descend without danger (see **Approaching**).

RANDOM EVENT

d6	Details
1	A sudden shift in the currents forces the heroes to swim in another direction. They are dragged to another area at random.
2	The heroes fail to spot an eel nest on the ground and step on it. The eel zaps an unaware traveler at random (1d6 damage).
3	A team of five sahuagin find the heroes and attack. A shark joins the battle in the third round of combat.
4	A spectral apparition of a long-lost mariner materializes. The ghost does not speak but prompts the heroes to follow. If they accept, the ghostly mariner takes them to one of the areas 1 (see map). There, they find a <i>ring of ramlaat</i> , and two sharks .
5	The sand shifts beneath the heroes' feet, uncovering a buried chest. It is a mimic that has adapted to life under the sea.
6	Echoing chants resonate through the walls, the sahuagin's battle hymn. The heroes have never heard this. After a few minutes, the heroes start to feel uneasy (DC 13 Perception). On a fail, they become intimidated (Disadvantage on their next check).



APPROACHING

WHOEVER NAVIGATES THE heroes' boat must succeed on a DC 11 Perception check. Failing means they are unable to detect the sahuagin raiders. Six **sahuagin** jump from the water and attack the heroes on their boat.

Next to the storm, the navigator must succeed on a DC 13 Athletics check. On a fail, the ship is slowly pulled toward the center. Repeat the check (DC 14 this time). A second fail means the ship gets caught in the swirling whirlpool. Making it impossible to escape. The ship capsizes and crashes at the bottom 10 minutes later.

UNDERWATER DELVING

The characters are aware that the Endless Storm is in the middle of the sea and that the mission demands complete submersion. The princes could provide the heroes with arcane breathers, small devices that go in one's mouth. They could use a spell that grants them gills for one day. Or perhaps a spell that allows them to breathe magically underwater. Water breathing is not the main obstacle of this campaign and it should not represent a problem for this mission. The GM is free to come up with any other solution they see fit.

UNDERWATER FIGHTING

The characters must swim to move around and all encounters occur at the ocean's floor level. Even if the heroes can breathe underwater (see **Underwater Delving**), consider the following for their combats:

1. The heroes can swim at half their normal speed. However, to move at full speed they may attempt to push their limits (DC 14 Athletics). Failure means they are caught in a torrent and do not move at all.
2. Slashing and bludgeoning weapons (swords, maces, hammers) have a -2 attack modifier due to the water's resistance. Piercing weapons (lances, spears, crossbows) work with no penalty.
3. The whirlpool forms foam and the currents of water block the vision of non-aquatic creatures. Due to this, visibility is reduced by half.
4. Checks that rely on hearing are not only made with disadvantage, they also get a -4 penalty.
5. Creatures with half their Hit Points are considered to be *bleeding*. This means they become the priority targets of any sharks in the area.

1. FOUR CORNERS - ENTRY POINTS

Four irregularly shaped chambers, each filled with swirling sand, vibrant nautiloids, and delicate shells.

The characters must swim toward the center of the storm. They must let the water drag them in. Each of the heroes reaches a random area 1, most likely splitting the party (see map). This is unpleasant as the whirlpool makes the characters go in circles at high speeds.

Crashing with debris or others is highly probable (DC 12 Acrobatics). On a fail, the characters take 1d10 damage just before reaching the bottom as they are thrown by the heavy currents and crash. Once they reach the bottom, they are free to swim toward other areas.

► **Welcome.** Two **sahuagin** are present in each area 1. They fight intruders until slain. However, the sahuagin flee to regroup with others of their kin if they see any of the magical artifacts (see **The Weapons** above).

2. ANCIENT IDOLS

These two chambers feature four imposing statues of ancient idols, each with fish-like bodies and twisting tentacles, their expressions enigmatic and watchful. At the center, an inlaid circle pulses with an eerie, otherworldly glimmer, casting a flickering light across the effigies.

► **Circle.** The heroes must spend 10 minutes meditating on the circle to activate it. This is required to reach the eye of the storm (see area 5). One **sahuagin** and a **shark** companion guard each of these areas.

3. CHAMBERS OF WAVES

The two larger chambers house six statues, more piscine in nature, with prominent fins, gills, and webbed extremities. At the center, a three-tiered, inlaid, floor pattern, points toward the eye of the storm. This symmetrical arrangement channels an aura of reverence as if the statues guard the floor decor's mysterious purpose.

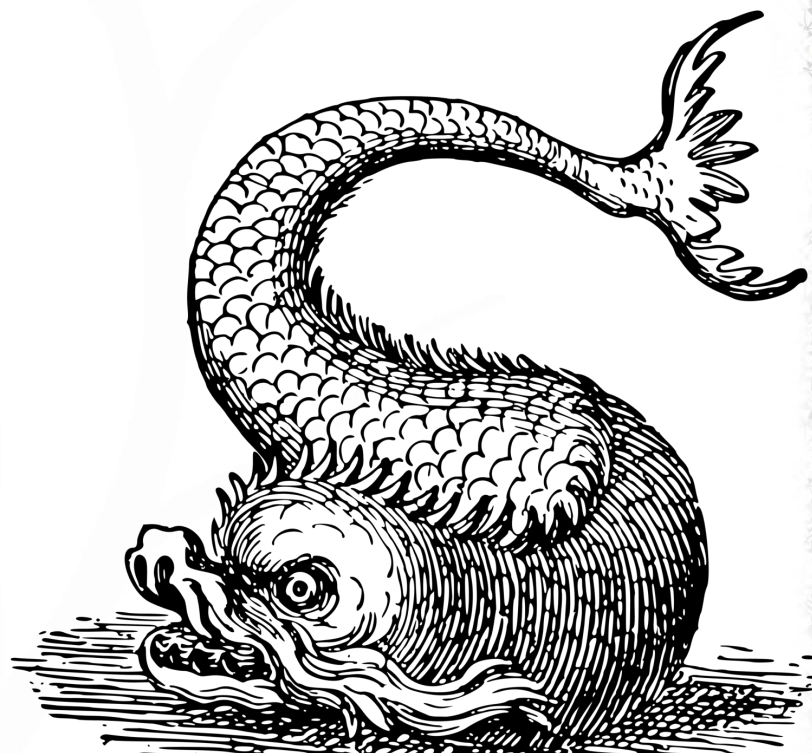
► **The Pattern.** The heroes must spend 10 minutes summoning the arcane energies from each of these magic inlays to unlock the passage to the center (see area 5). The heroes are confronted by two **sahuagin** and six **jellyfish** in the north chamber, and they must fight one **sahuagin** and a **giant octopus** in the south chamber.

4. BONES IN THE SAND

Hundreds of bones, partially buried in the shifting sands near the eye of the storm, create a haunting tableau. These skeletal remnants form sad, uneven piles, their bleached, gnawed surfaces jutting out, a stark contrast against the dark, swirling waters.

The massive arcane energy caused by the eye of the storm not only brought the sahuagin goddess back to the Material Plane, but it also shifted the strength of the seas and made the sahuagin aggressive and relentless.

With the heroes' presence, the wandering souls of the people whose bones rest here, at the bottom of the ocean, felt angered and frustrated. Jealous of their physical bodies, the undead rise. Four **skeletons**, one **zombie**, and one **wight** attack all living things they see.



5. THE EYE OF THE STORM

The eye of the storm reveals a mesmerizing ziggurat structure, its ancient stone elevated and adorned with four rune-inscribed plinths encircling the center. Miraculously free from water, this section stands in stark contrast to the roaring vortex beyond. The muted sound of swirling waters creates an eerie silence, while above, a kaleidoscope of water, foam, and azure skies captivates all who gaze upward.

Swimming here before activating the circles and the dais in the other areas accomplishes nothing. The characters must first visit the other areas and activate them. Only then will they be able to confront the goddess, either to destroy her or to perform the ritual to appease the storm.

► **Ritual.** A spellcaster must spend 5 combat rounds performing the ritual. The others must hold their ground and defend the caster. The **Avatar of the Sea** shall attempt to stop them. Each round, two **sahuagin** jump from the turning waters above to attack. The goddess does not need to be defeated in this scenario.

► **Confrontation.** The heroes are not here to negotiate or perform rituals. They fight with all their strength. In this case, three **sahuagin** arrive in each round. The **Avatar of the Sea** must be defeated in bloody combat.

CONCLUSION

THE CHARACTERS REACH the end of this campaign and face the consequences of their valiant deeds. It is impossible to please the two leaders of the principalities. The heroes cannot accomplish both missions. These are the two possible outcomes of this confrontation:

CHAMPIONS OF THE MOON

In a decisive battle, the heroes wield the powerful artifacts to vanquish the sahuagin goddess, shattering her hold over the storm. With her defeat, the turbulent waters calm down, and the remaining sahuagin scatter, their threat extinguished. The artifacts pulse with a fading glow, signifying the end of the chaos. Victorious, the heroes stand resolute, having restored peace to the seas and secured a legacy of bravery, resolve, and glory.

CHAMPIONS OF THE SUN

After 5 rounds of combat, in a climactic moment, the heroes successfully perform the ritual, appeasing the wrathful sahuagin goddess. As the final incantation is uttered, the swirling waters of the storm gradually subside, and a serene calm envelops the once-turbulent sea. The sahuagin, now pacified, retreat into the depths, granting the heroes a respite. With the storm abated, the adventurers emerge victorious, their deeds ensuring safe passage for all who traverse these treacherous waters.



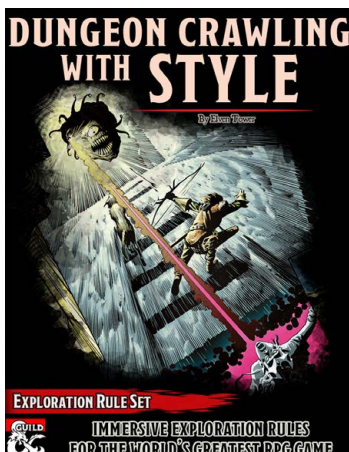
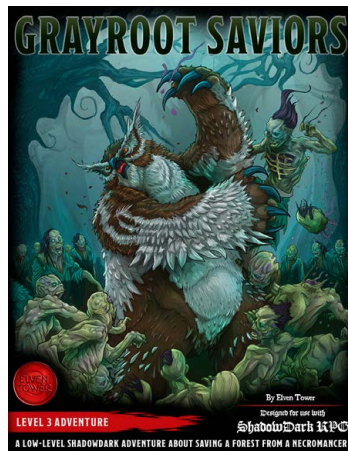
CONCLUSION

Performing the ritual ends the sahuagin threat. Arion Lunastra's thirst for warfare is not quenched, though. On the other hand, Daelin Solara thinks it is cruel to decimate the sahuagin for something they have no control over. Either path leads to the antagonizing of one of the princes, and lastly, a military conflict. The heroes are summoned by the prince they championed for to show their loyalty. Alas, the future of the Moon-Touched Principalities are adventures for another day...

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