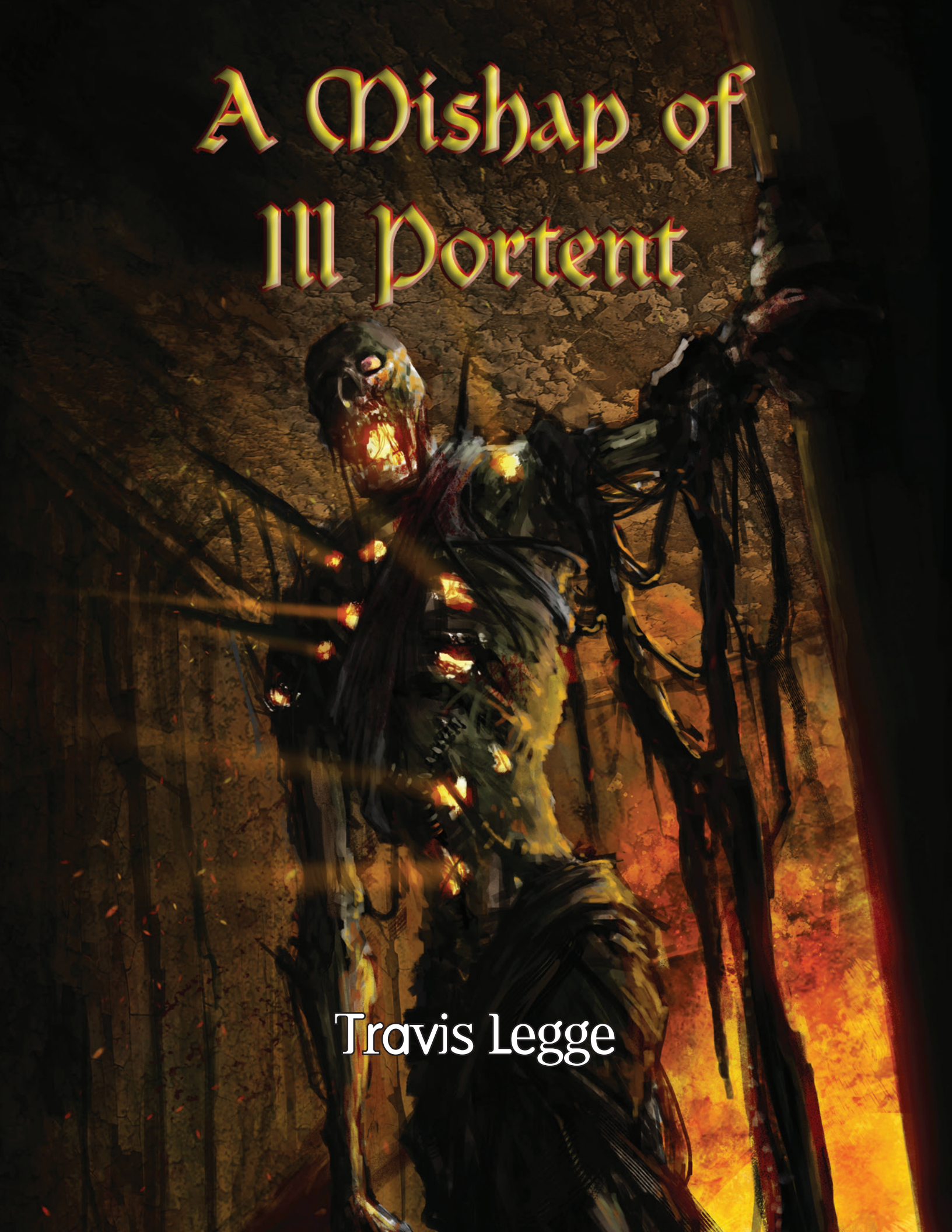
A Mishap of Ill Portent



Slarecian Vault

Vengeance of the Shunned Part 1
An adventure for 4-6 players of APL 1-3
by Travis Legge

A Mishap of Ill Portent



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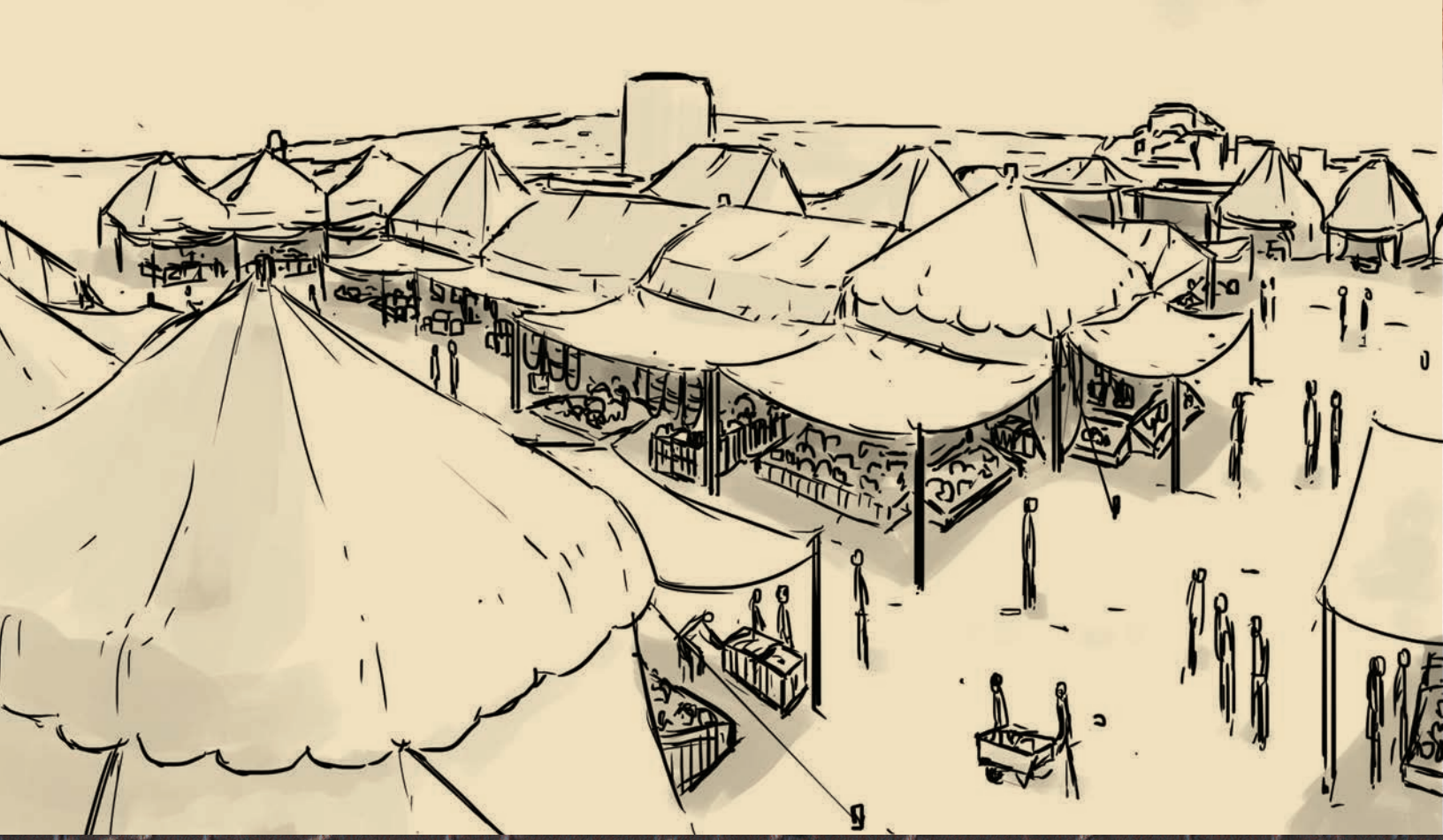
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INTRODUCTION

A Mishap of Ill Portent is an adventure designed for four to six characters of 1st level, though it can be easily modified for larger or smaller groups, or a group of average party level (or APL) as high as 4th level. Guidelines are included with each encounter for increasing the difficulty of opposition to suit higher APL groups.

This adventure is set in the small village of Durgan's Rest, named for a dwarven hero of the Divine War, who retired here to begin a life of farming after the fighting ended. Though Durgan is nearly a century dead, the village that bears his name is a thriving agricultural community of surprisingly cosmopolitan composition. Durgan's Rest is also home to an elderly Orc wizard named Tsendur, who holds in his possession a relic that has the power to change the face of Scarn.

SYNOPSIS

While the characters are in the marketplace of Durgan's Rest, a thunderous boom interrupts the peaceful commerce. A large plume of smoke rises from the outskirts of town, and the locals rightly determine that the source of the blast must be the home of Tsendur. The party is tasked with discovering the nature of the explosion, helping Tsendur, should he need it, and preventing any danger from making its way to the village proper. In investigating the incident, the party discovers that something terrible and powerful has been stolen from the old wizard. This revelation sets off a chain of events that threatens to unleash the power of a long dead Titan and threaten every life on Ghelspad.

Background

Tsendur is a venerable orc, having aged into his sixties. He has lived in Durgan's Rest most of his adult life, on a homestead inherited from his uncle. Prior to assuming control of the homestead, Tsendur spent his youth studying magic, and spent a brief time adventuring. The nomadic life did not suit the Orc, who preferred to "sleep under the same stars each night so that he may know them."

When Tsendur inherited the home, he also inherited a small reliquary, called *Drendari's deedbox*, which his uncle had protected for his whole life. This reliquary had been in the possession of Tsendur's family since they came to Durgan's Rest and was entrusted to them to protect by Durgan himself. The diaries of his forebears indicated that the reliquary was not to be opened, but Tsendur's curiosity was sufficient to overcome the decades old edict. He opened the deedbox to discover that it contained a powerful magical clasp, and the interior of the reliquary was filled with sigils and symbols designed to contain the item's power while preventing scrying. Taking rubbings of the item and the sigils, and returning the reliquary to its sealed state, Tsendur journeyed to Bridged City to consult the archives at the Academy of Magic and Engineering. During this research, he discovered that the item was likely the *Clasp of Vergren*, a relic owned by the Sire of Sorcery, the Titan Mesos. Unsure of what to do with this knowledge, and stunned with the responsibility of its charge, Tsendur returned to his home. Unfortunately, he did not know the danger that awaited him.

When Tsendur opened the reliquary, the power of the Clasp was no longer concealed. Maghiel, a wizard and former ally of Durgan's during the Divine War, detected the Clasp's magic and was able to divine its location. Making her way from Hollowfaust to Durgan's Rest, Maghiel descended upon Tsendur's home with furious violence, intent on stealing the Clasp.

Preparation

Text included in a plain box should be read aloud or paraphrased for the players. Sidebars and other shaded text are provided, where applicable, to call attention to important points for the GM to consider and should not be read aloud. Creature and NPC names are provided in bold text where they appear in the adventure, and their stat blocks are provided in **Appendix: Creatures and NPCs.**

Involving the PCs

This adventure assumes that the player characters are in the village of Durgan's Rest when Maghiel attacks Tsendur's home. The party hears and sees the explosion from the battle and either choose to investigate on their own or are approached by the village authorities to investigate. Should financial motivation be needed, the village sheriff can offer 15 gold per person for the party to go see what is going on at the property, as she and her guards are needed to secure the city and prevent a panic.

Mesos' Bane

The moment the explosion to the north occurs, there is a magical surge that can be felt by any creature with the ability to cast arcane spells. From this moment forward, any character within 100 miles of the *Clasp of Vergren* who casts an arcane spell using a bard, sorcerer, warlock, or wizard spell slot must roll 1d6 and consult the following chart.

Table: Mesos' Bane

D6	Bane
1	**Bane of Heat:** You generate heat when you cast an arcane spell. You must make a **Constitution saving throw** against your own spell save DC or suffer 1 point of fire damage. For 2 rounds per level of the spell you cast (one round for a cantrip), you have advantage on saving throws against cold spells or effects, as well as resistance to cold damage. However, due to your discomfort, you also have disadvantage on **Strength** and **Dexterity** checks during that time.
2	**Bane of Luminance:** You generate light when you cast an arcane spell. You must make a **Constitution saving throw** against your own spell save DC or suffer 1 point of radiant damage. For 2 rounds per level of the spell you cast (one round for a cantrip), your body sheds bright light in a 20-foot radius and dim light for another 20 feet. During this time, you have disadvantage on **Dexterity (Stealth)** checks (and the light might make some such checks impossible).
3	**Bane of Lightning:** You generate an aura of lightning when you cast an arcane spell. You must make a **Constitution saving throw** against your own spell save DC or suffer 1 point of lightning damage. For 2 rounds per level of the spell you cast (one round for a cantrip), you have advantage on saving throws against lightning effects, and you also have resistance to lightning damage. However, during the same period, you also have disadvantage on **Strength** and **Constitution** checks.
4	**Bane of the Mind:** You generate an aura of psychic dissonance when you cast an arcane spell. You must make a **Constitution saving throw** against your own spell save DC or suffer 1 point of psychic damage. For 2 rounds per level of the spell you cast (one round for a cantrip), you have advantage on saving throws against psychic effects, and you also have resistance to psychic damage. However, during the same period, you also have disadvantage on **Intelligence** and **Wisdom** checks.
5-6	**No effect.** Mesos' Bane does not flare up for you any more than normal.



The area affected by this magical surge expands by 100 miles per day that the *Clasp of Vergren* is outside of the reliquary. This effect will blanket the continent of Ghelspad in 26 days, regardless of where the Clasp is.

Durgan's Rest

The action of this adventure begins in Durgan's Rest, a small village at the base of the Kelder Mountains, just to the southeast of Bridged City. Though surrounded by the Spine Forest to the north, the land of Durgan's Rest is cleared and plowed for farming, and the village thrives on trading its fresh produce with the surrounding settlements.

Durgan's Rest

Small village, lawful neutral

Population: 220

Government: Democratic oligarchy (elected council rules the settlement)

Defense: 10 guards, 1 sheriff

Commerce: Farming. The open air market of Durgan's Rest is often occupied by traders from Bridged City, members of the Vagabonds, Orc nomads from deeper into the Plains of Lede, and occasional visitors from Veshian settlements in the Kelder Steppes.

Organizations: None formal. A few residents consider themselves friends to the Vagabonds, and more than one retiree of the Vigils of Vesh resides here.

Notable NPCs

Sheriff Isi (F NG manticora **veteran**) Isi is just trying to preserve the calm nature of the village and doesn't much care how that is achieved. Just as likely to drag a few rowdy folks to the village limits to "have it out" as she is to arrest anybody. Wants things calm. Well-liked.

Tsendur (N orc **mage**) well-liked, somewhat reclusive, but regarded as kind and generous by the townsfolk.

Farmer-Merchants (20, **commoners**, mostly LN, a few NG. Mix of human, dwarf, and orc) These represent the farmers who have their stands up at any given time in the open air market at Durgan's Rest. These folks are generally pleasant and good natured simple folk trying to get by. They don't like noise, trouble, or anything else that will spook the buyers and slow down business.



Chapter One: Tsendur's Homestead

Tsendur's homestead sits in a two acre clearing on the northern end of the village. Bordered by the tree line of the Spine Forest on the north, east, and west, the only clear entry to the property is from the south. As the party approaches, read the following:

As you approach the northern edge of the village, you see several townsfolk standing in the street, looking toward the source of the ominous blast. As Tsendur's property comes into view, the severity of the destruction is clear. The single floor, wooden cottage, is on fire. The three story wooden tower attached to the east end of the cottage is also on fire and is missing most of its southern wall. A bucket lies on its side about 10 feet in front of the door.

While the structure is largely intact as the characters first come to the scene, the fire is quickly spreading.

Upon approaching the property, a nearby resident (M human **commoner)** shouts out a warning: "Something grabbed Jasper!"

A successful **DC 10 Charisma (Persuasion)** check will calm the resident down and allows him to explain that he, Jasper, and a couple of the other neighbors had started a bucket brigade to fight the fire. As Jasper ran up to the

house with his bucket, some awful creature reached out and grabbed him. Jasper struggled briefly before being pulled into the house. Characters who succeed on a **DC 14 Wisdom (Perception)** check or have a passive Perception score of 14 or higher, notice shadowy forms moving inside the building.

APPROACHING THE HOUSE

All areas of the house are on fire when the characters arrive. The interior of the building is lightly obscured and is considered difficult terrain. Anyone entering the house must succeed on a **DC 12 Constitution saving throw** or suffer a level of exhaustion from smoke inhalation. This threat persists for up to 10 minutes after the fire is extinguished, and the saving throw must be repeated every 30 seconds (six rounds) the creature remains in the home.

PUTTING OUT THE FIRE

If the party resumes the bucket brigade, the fire can be extinguished at a rate of 10 square feet per minute, with an extra 5 square feet per minute for each PC who joins the bucket brigade, while the fire spreads at a rate of 5 square feet per minute. Any square that is extinguished remains so thereafter. Any square that is on fire for five minutes or more is destroyed. Any creature dumping a bucket of water on the blaze must make a **DC 10 Dexterity saving throw** to avoid being grabbed by one of the **scorch zombies** in the building, who lunge forth and try to seize the firefighters.

Magic that extinguishes flames can be used normally to assist in this process.

If the party decides to run into the burning building to fight the zombies and search for Tsendur, they may first attempt to command the crowd to continue with the bucket brigade. This requires a successful **DC 12 Charisma (Persuasion)** check. If this course of action is selected, assume that the zombies inside the building will be too busy fighting the party to grab any of the firefighters.

COMBAT IN THE FLAMES

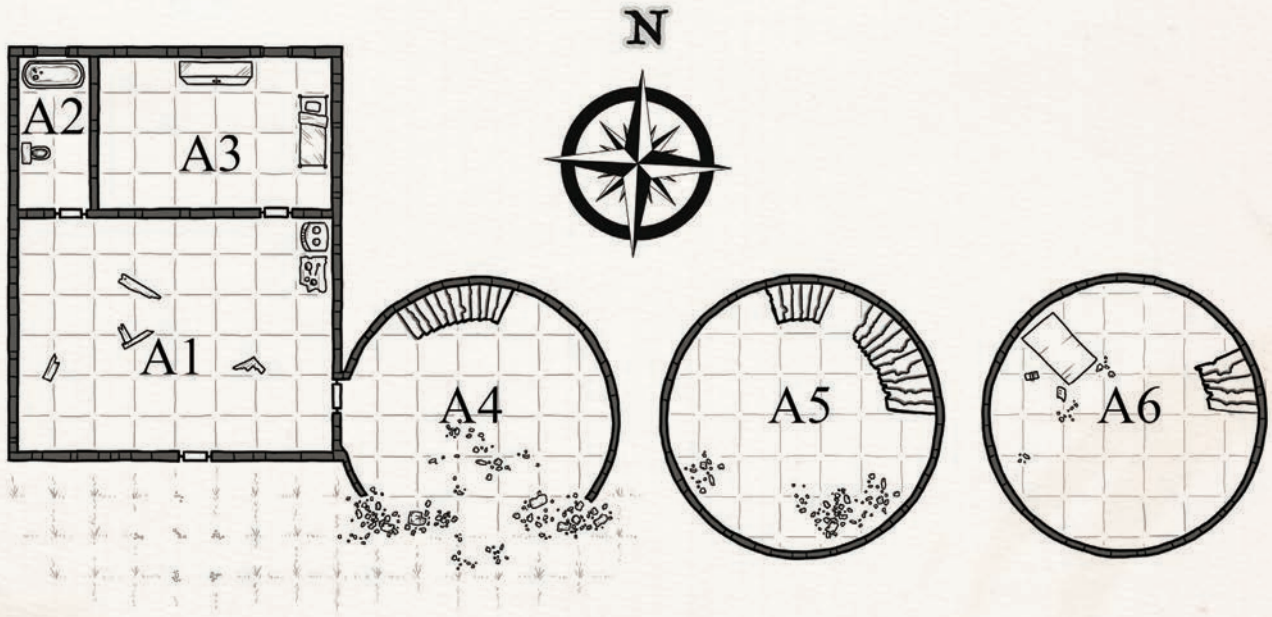
While fighting inside the burning building it is easy to accidentally set oneself on fire, especially when compounding the danger of limited visibility along with that of open flame. Any attack roll or Dexterity check or saving throw made inside the burning building that results in a 5 or lower on the die results in the creature who made the roll being burned. The unfortunate creature suffers 3 (1d6) fire damage and must succeed on a **DC 12 Dexterity saving throw** or catch fire, suffering 3 (1d6) fire damage at the end of each of their turns until they or an adjacent ally use an action to smother the flames. The Dexterity saving throw to avoid catching fire is also subject to the hazard of stumbling into more fire on a result of 5 or lower.

HOUSE MAP

The house is made up of a pair of connected structures. These structures are built from wood cut from the trees of the Spine Forest. The house has been here since shortly after the Titanswar and has been magically tended through the use of *prestidigitation*, *mending*, and other restorative magic ever since.

A1 – COMMON ROOM

This is the common room of the house. A doorway from the south hangs open, the wooden door burned and broken off. On the south east end of the room is an open wooden



door that leads to the landing in A4. North of that door is a wood burning stove and cooking supplies. Along the North wall, near the eastern corner, a closed and locked wooden door leads to A3. Near the western corner is another wooden door, this one is closed, but not locked, and leads to A2. Debris from a dining table, chairs, and a number of personal effects has been scattered across the floor to fuel the fire.

Three **scorch zombies** wander this room. They attack any creature who enters the area and fight to the death.

For strong or very strong parties, increase the number of scorch zombies in this area to the number of player characters +1

Treasure. Anyone who takes one minute and succeeds on a **DC 10 Intelligence (Investigation)** check finds a key ring amid the detritus. This key ring holds the keys to each door in the homestead, as well as the chests in A3 and A5.

A2 – Lavatory

This is the restroom of the cottage and has not yet been touched by the fires or the fighting. There is a bathtub along the north wall, which contains a handful of stones. Against the west wall sits a commode. There is a window above the commode that can be opened or closed.

Treasure. Apart from the personal grooming items in this room, there are two minor magic items present. The handful of rocks in the washtub grow hot enough to heat the tub's contents when a trigger word is uttered while touching them. The commode is also enchanted, casting *prestidigitation* on whoever sits upon it every round they remain seated, using the cleaning property of the spell.

A3 – Bedchamber

The wooden door to this room is locked. Without the key, a creature proficient with thieves' tools can pick this lock with a successful **DC 15 Dexterity check**. The lock can also be broken with a successful **DC 18 Strength (Athletics)** check. Once inside the room, the chamber is a basic bedroom with a wooden framed bed along the east wall. There is a wooden wardrobe along the north wall, next to a closed window in the northeast corner of the room. The wardrobe contains four sets of common clothes, a fine robe, and several small personal effects.

For strong or very strong parties, increase the number of scorch zombies in this area to the number of player characters +1

Treasure. Searching the room and making a successful **DC 12 Intelligence (Investigation)** check reveals a *wand of magic missiles* stashed under the pillow. There is also a spare copy of *Tsendur's spellbook* under the bed.

A4 – Tower Floor 1

As soon as any creature enters this area, three scorch zombies tumble down the stairs, landing prone at the bottom of the staircase. They rise to their feet on their initiative and attack every living creature in the area, fighting until they are destroyed.



This area is the base of the tower building and is largely demolished. The entire south facing wall is gone. Whatever was once in this room is now shattered and scattered across the floor and the lawn in front of the gaping hole in the building. An open wooden door on the south end of the east wall leads to area A1. A set of stairs along the north wall allow travel up 15 feet to area A5, however the stairs are damaged. All the stairs in the tower are considered difficult terrain and require a successful **DC 10 Dexterity (Acrobatics)** check to safely navigate. Failure prevents upward movement on this floor and causes a fall on the floors above.

Treasure. None.

A5 – TOWER FLOOR 2

The blast that took out the south wall and the subsequent fire damage have left this floor barely standing. The majority of the actual flooring, as well as the contents of this room, have crumbled into A4. The stairs here are also severely damaged, and if a creature attempting to navigate them fails their **Dexterity (Acrobatics)** check to navigate the stairs between A5 and A6, the stairs crumble beneath them, causing them to fall to the floor of A5. Upon stepping (or landing) on the floor of A5, a creature must succeed on a **DC 10 Dexterity saving throw** or fall through the floor, suffering 3 (1d6) bludgeoning damage and potentially suffering burns (see above.)

Treasure. None.

A6 – TOWER FLOOR 3

This floor contains the shattered remnants of Tsendur's laboratory. Various apparatuses, vials, papers, and beakers lie shattered around what is left of the floor. In the northwest corner of the room, an Orc's arm pokes out from beneath an overturned bookshelf.

The floor here is unstable. Upon stepping (or landing) on the floor of A6, a creature must succeed on a **DC 10 Dexterity saving throw** or fall through the floor, suffering 9 (3d6) bludgeoning damage and potentially suffering burns (see above.)

Lifting the bookshelf off of Tsendur requires a successful **DC 12 Strength (Athletics)** check. Tsendur's current condition is determined by the number of rounds the party took from their first entry into the building until reaching Tsendur.

NUMBER OF ROUNDS	TSENDUR'S CONDITION
5-10	10 hp, on fire (3hp/round if untreated) 4 levels of exhaustion
11-15	1 hp, on fire (3hp/round if untreated) 5 levels of exhaustion
15-20	0 hp, 2 failed death saves, no longer on fire, 5 levels of exhaustion
21+	Dead

Treasure. Tsendur clutches his spellbook in his hands. See **Chapter Two** for a full list of what is included in *Tsendur's spellbook*. *Drendari's deedbox* (see **Appendix: Magic Items**), the reliquary where Tsendur stored the Clasp, is here on this floor. It has no difficulty surviving the flames due to its immunity to damage. The reliquary can be found by spending one round looking around the floor and succeeding on a **DC 12 Intelligence (Investigation)** or **Wisdom (Perception)** check. If the tower is destroyed and the party is searching the rubble, the reliquary requires a successful **DC 15 Intelligence (Investigation)** or **Wisdom (Perception)** check to be found, though Tsendur's scorched body remains.

Unfortunately, nothing else in the laboratory is salvageable.





Chapter Two: After the Fire

Once the scorch zombies have been destroyed and the fire is put out, the party will have a chance to evaluate what has happened. There are a number of avenues by which the adventurers might piece together enough information to conduct further investigations.

Tsendur

Depending on the events of **Chapter One**, Tsendur may yet live. If he is alive, he can explain to the party that he was attacked in his home by an elven woman who was commanding the scorch zombies. The orc claims that he does not know who the woman is, but that he did recognize her and recalls seeing her in Bridged City during his recent trip. He goes on to explain that the woman stole a valuable artifact from his home. This artifact, a powerful magical relic belonging to a titan, was the cause for the trip. Tsendur will be evasive about the properties and specifics of the artifact but can be persuaded to share the information he has with a successful **DC 16 Charisma (Persuasion) check.** If the party explains the odd magic surges that they have experienced, this check may be made with advantage. If

the check is successful, Tsendur shares all the information in the "What Tsendur Knows" sidebar, below.

Tsendur does not respond well to intimidation. If a character chooses to take this route, they may make a **DC 16 Charisma (Intimidation)** check against Tsendur, but the check is made at disadvantage. Sharing the information about sudden magic surges has no impact on this check.

If Tsendur died, his body was not lost to the flames, he may be communicated with or raised normally. There are no spellcasters in town capable of doing so, but anyone from the area knows that such magic is available, if expensive, at Bridged City. The journey is 33 miles from Durgan's Rest to Bridged City. The roads are relatively well-traveled, but not especially well-guarded. Barring any mishaps, Bridged City can be reached in two days by foot at a standard travel pace. If the group travels at a fast pace and encounters no obstacles, they can make Bridged City in a day. If the PCs do not come to this course of action on their own, Sheriff Isi will recommend it.

Tsendur's Spellbook

In addition to the spells listed in Tsendur's entry in **Appendix: Creatures and NPCs,** Tsendur kept a journal in the back of his spellbook. Within that journal is a detailed account of his recent trip to Bridged City, including the name the scholar he spoke with at the Academy of Magic and Engineering: Savila Nebega. The journal also describes Tsendur's opening of *Drendari's deedbox*, and his revelations thereafter, as detailed in the Background entry at the beginning of this adventure. Due to an incantation placed on his spellbooks, anything written in one is magically inscribed in the other, as long as both spellbooks are on the same plane of existence. In the event that both spellbooks are recovered, the party can use this ability to pass messages back and forth, should they discover it through the use of an *identify* spell or by studying either book over the course of a short rest.

Townsfolk

If an adventurer spends one hour asking questions of the townsfolk and succeeds on a **DC 14 Charisma (Persuasion)** or **Intelligence (Investigation)** check, they may determine that a group of seven cloaked figures entered Tsendur's home less than five minutes before the blast. Only one person left the house afterward, an elven woman who was dressed in robes, but no cloak. She ran at an incredible pace and went into the woods. Attempts to track the elf beyond the tree line fail automatically.

Conclusion

Though the party may be armed with various amounts of knowledge regarding the events of this adventure, depending on the results of their investigation, it should be fairly clear that their next step will be to visit the Academy of Magic and Engineering to further investigate the *Clasp of Vergren* and the elven woman who made off with it.

Rewards

If the party survives the fire and gains enough information to move forward with their investigation, allow each character to gain a level. If you prefer tracking experience points over milestone level increases, assign xp based on the creatures defeated, and offer each character an additional 50 xp if either spellbook is recovered, 50 xp if Tsendur's corpse is recovered, and 150 xp if Tsendur is recovered alive.

What Tsendur Knows

If he can be interrogated, Tsendur can explain the following:

The Clasp of Vergren

- The Clasp of Vergren is a magical item that belonged to Mesos and was stolen and hidden by Enkili as a prank.
- In retaliation, Mesos struck Enkili powerless, severing their connection to the worship of mortals in a fit of anger, which was believed by some to be the final straw that prompted the gods to rise up against their parents before the Titans decided to destroy them.
- The Clasp is said to grant the wearer the ability to replenish their magical energy (i.e. regain spell slots) by plugging into the ambient magical energy of the cosmos.
- It is also supposedly extremely dangerous to scry on the Clasp's wearer.

Drendari's Deedbox

- The interior of the box cannot be scried, dowsed for, or detected by any means while the box remains closed.
- During the Divine War the deedbox was used by Drendari to pass messages on behalf of gods and their mortal generals.
- The box's exterior is virtually indestructible. It is immune to all forms of damage and can only be destroyed if bathed in the heart's blood of a divine being for 30 days. Once locked, the box can only be opened with the command word or the *wish* spell.

The Elven Woman

- Tsendur was attacked by an elven woman who was unfamiliar to him. He knew not who she was, merely that she wanted the Clasp.
- After being tortured, Tsendur gave the clasp to the elf.

Appendix: Creatures and NPCs

The following stat blocks represent NPCs and monsters encountered in this adventure.

COMMONER

Medium humanoid (any race), any alignment

Armor Class 10
Hit Points 4 (1d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses Passive Perception 10
Languages Ledean or Veshian
Challenge 0 (10 XP)

Actions

Club. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

SCORCH ZOMBIE

Medium undead, neutral evil

Armor Class 8
Hit Points 22 (3d8 + 9)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws WIS +0
Damage Immunities Poison
Damage Resistances Fire
Condition Immunities Poisoned
Senses Darkvision 60 ft., Passive Perception 8
Languages Understands the languages of its creator but can't speak
Challenge 1/4 (50 XP)

Death Burst. When the scorch zombie dies, it explodes in a burst of smoldering flesh. Each creature within 5 feet of it must make a DC 10 Dexterity saving throw, taking 4 (1d8) fire damage on a failed save, or half as much damage on a successful one.

Illumination. The scorch zombie sheds bright light in a 5-foot radius and dim light in an additional 5 feet.

Scorching Touch. A creature that touches the scorch zombie or hits it with a melee attack while within 5 feet of it takes 2 (1d4) fire damage.

Undead Fortitude. If damage reduces the scorch zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage, plus 2 (1d4) fire damage.

SHERIFF ISI (MANTICORA VETERAN)

Medium humanoid (manticora), neutral good

Armor Class 17 (Splint)
Hit Points 58 (9d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	14 (+2)	10 (+0)	11 (+0)	11 (+0)

Skills Athletics +5, Perception +2
Senses Darkvision 60 ft., Passive Perception 12
Languages Leonid, Ledean
Challenge 3 (700 XP)

Actions

Multiattack. The veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

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

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

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

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.



TSENDUR (ORC MAGE)

Medium orc, neutral

Armor Class 12 (15 With Mage Armor)
Hit Points 40 (9d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	17 (+3)	12 (+1)	11 (+0)

Saving Throws INT +6, WIS +4
Skills Arcana +6, History +6, Intimidation +3
Senses Darkvision 30 ft., Passive Perception 11
Languages Ahnae, Ancient Ledean, Ledean, Orc
Challenge 6 (2,300 XP)

Aggressive. As a bonus action, Tsendur can move up to his speed toward a hostile creature he can see.

Savage Attacks. When Tsendur scores a critical hit with a melee weapon attack, he can roll one of the weapon's damage dice one additional time and add the result to the critical hit.

Spellcasting. The mage is a 9th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The mage has the following wizard spells prepared:

Cantrips (at will): *filch, fire bolt, mage hand, prestidigitation*

1st level (4 slots): detect magic, mage armor, magic missile, multiply missile

2nd level (3 slots): aegis, metamagic mimicry

3rd level (3 slots): counterspell, fireball, penumbral trap

4th level (3 slots): lightning shield, scrying feedback

5th level (1 slot): legend lore

Actions

Handaxe (x2). *Melee or Ranged Weapon Attack*: +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit*: 4 (1d6 + 2) slashing damage.



Appendix: Magic Items

The following magic items are found in this adventure.

Drendari's Deedbox

Wondrous item, legendary

This reliquary was carved from the stuff of shadow and secrets by the demi-goddess Drendari during the Divine War. On the outside, the box appears to be a simple box, one foot tall, six inches wide and six inches deep, carved from blackwood. The front of the box is split into double doors that are affixed to the box with black iron hinges. Each door has a small knob carved from onyx.

The interior of the box offers perfect containment, preventing the contents from being detected by any means. Any item placed within the box cannot be scried, dowsed for, or detected by any means while the box remains closed. During the Divine War the deedbox was used by Drendari to pass messages on behalf of gods and their mortal generals.

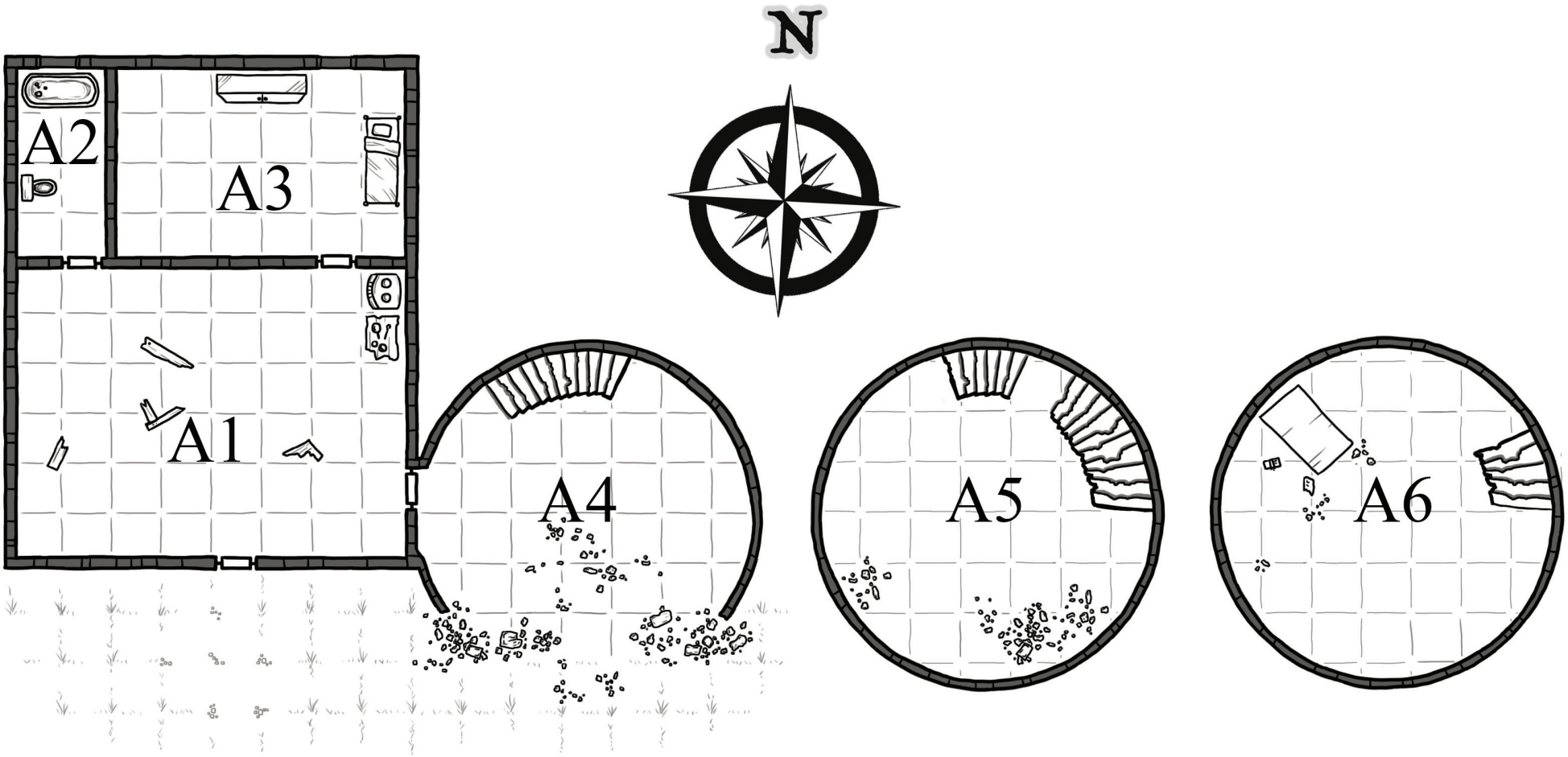
The box's exterior is virtually indestructible. It is immune to all forms of damage and can only be destroyed if bathed in the heart's blood of a divine being for 30 days. Once locked, the box can only be opened with the command word. Any attempt to open the box with a spell other than *wish* automatically fails, wasting the spell slot.

Tsendur's Spellbook

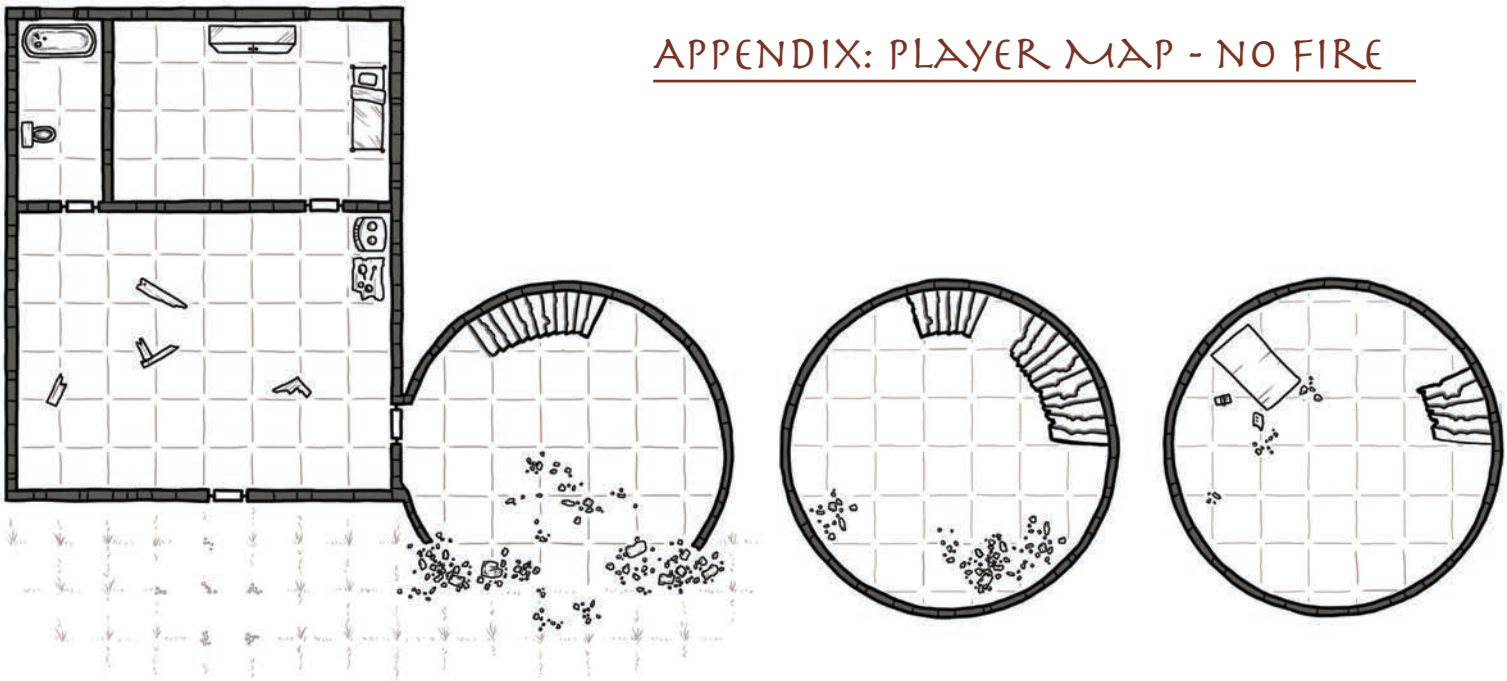
Wondrous item, rare

This item is actually a pair of matched books which are mystically bound to one another. Any writing or drawing performed in one of the books will magically copy itself into the same place in the other book as long as both books are on the same plane of existence. This is extremely useful for wizards who can effectively make an exact duplicate for their spellbook at no additional cost. Some messengers and nobles use similar items to assist in long-distance communication, but the creation of such a tome is prohibitively expensive, making these books rare treasures.

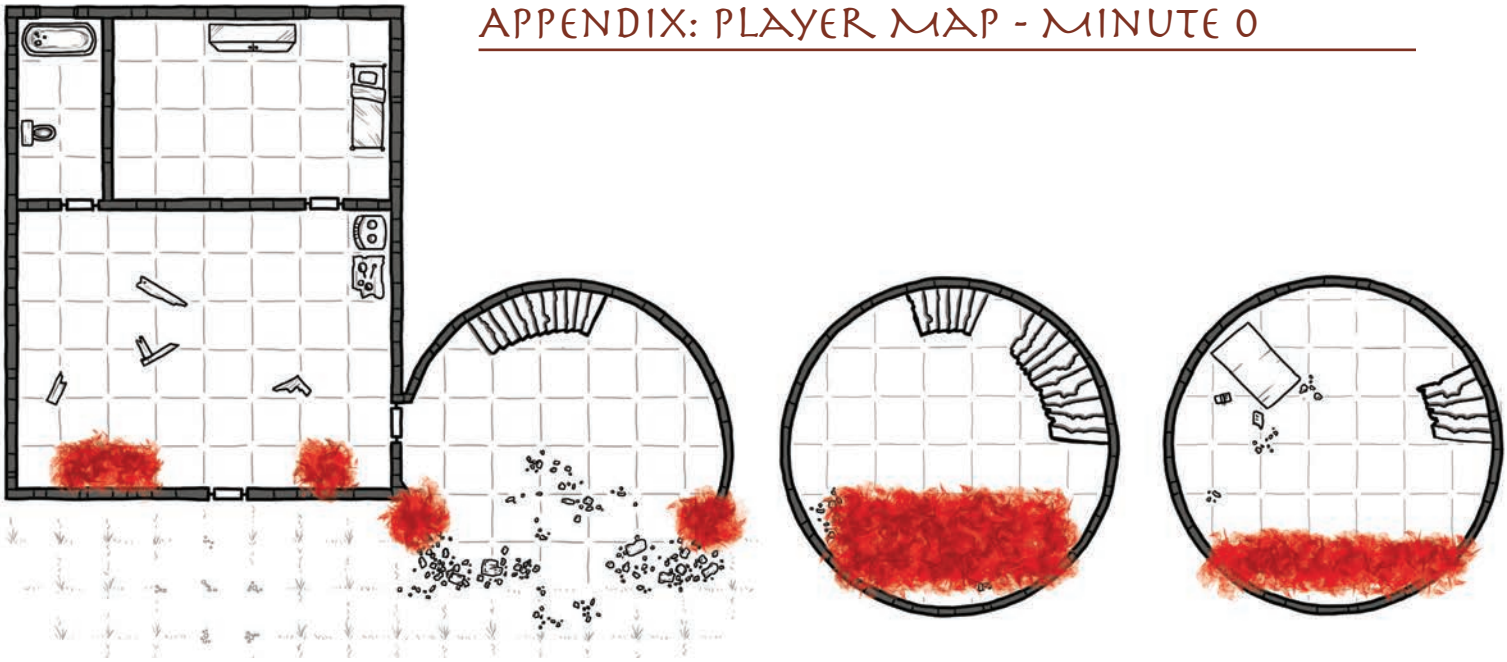
APPENDIX: GM MAP



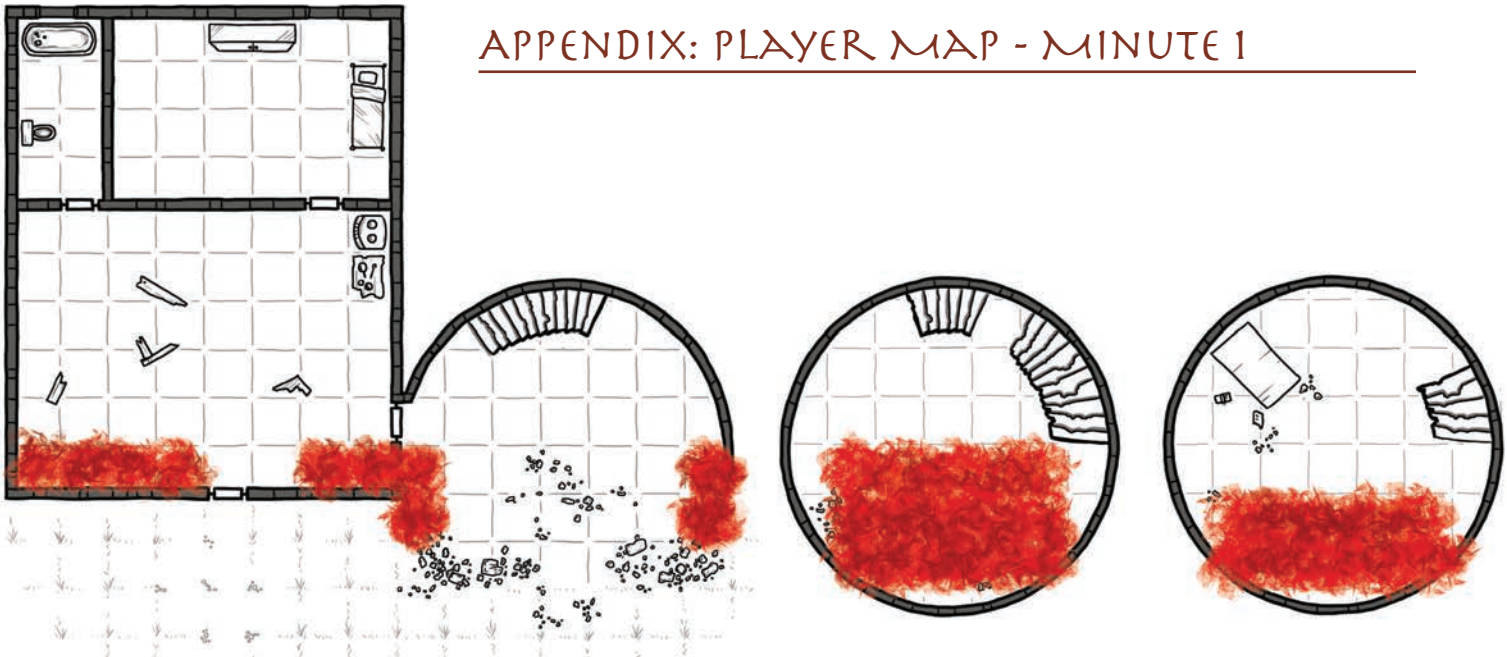
Appendix: Player Map - No Fire



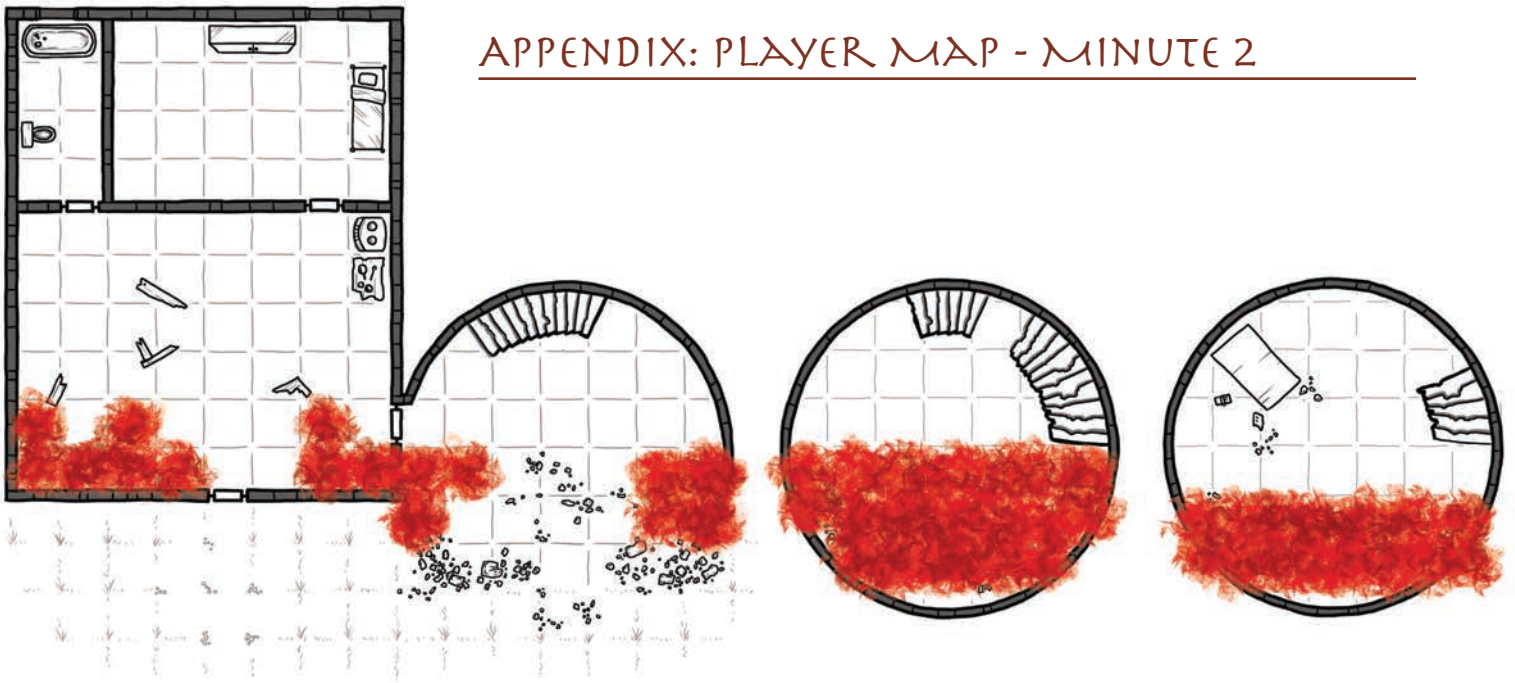
Appendix: Player Map - Minute 0



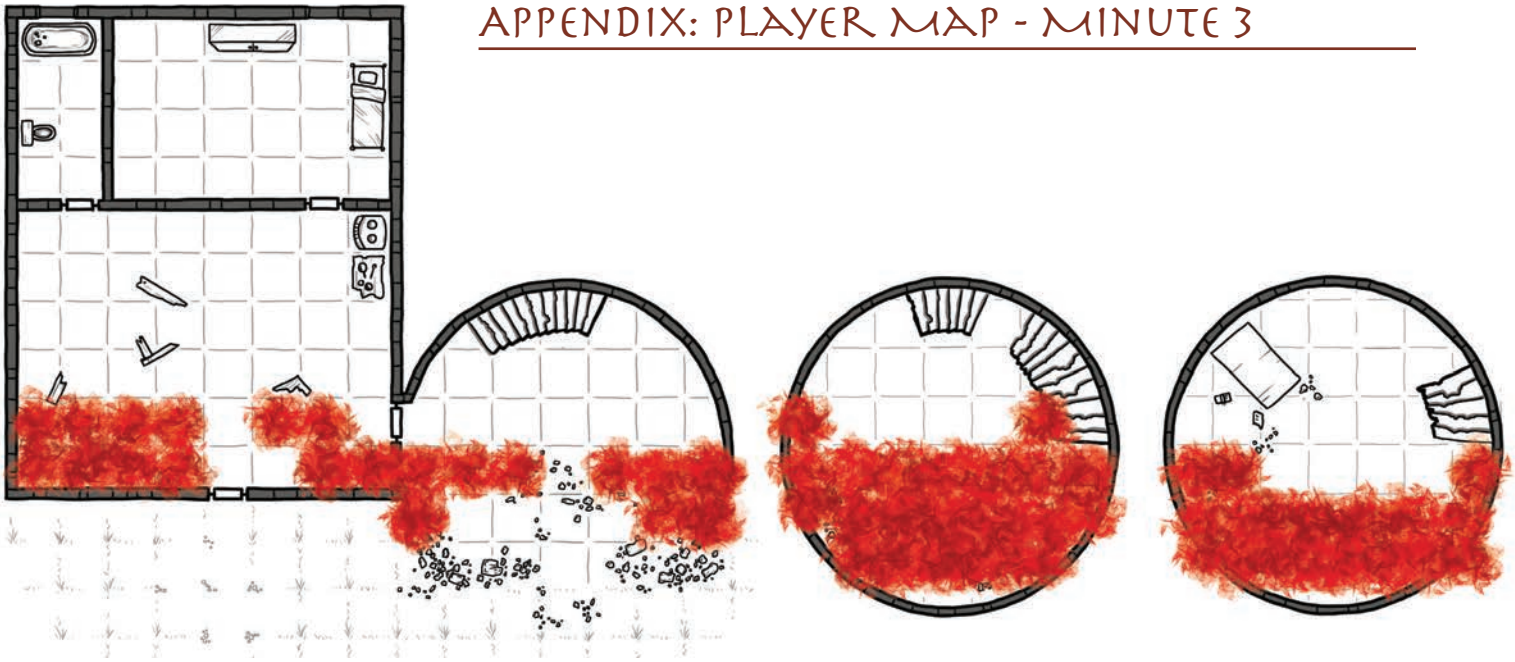
Appendix: Player Map - Minute 1



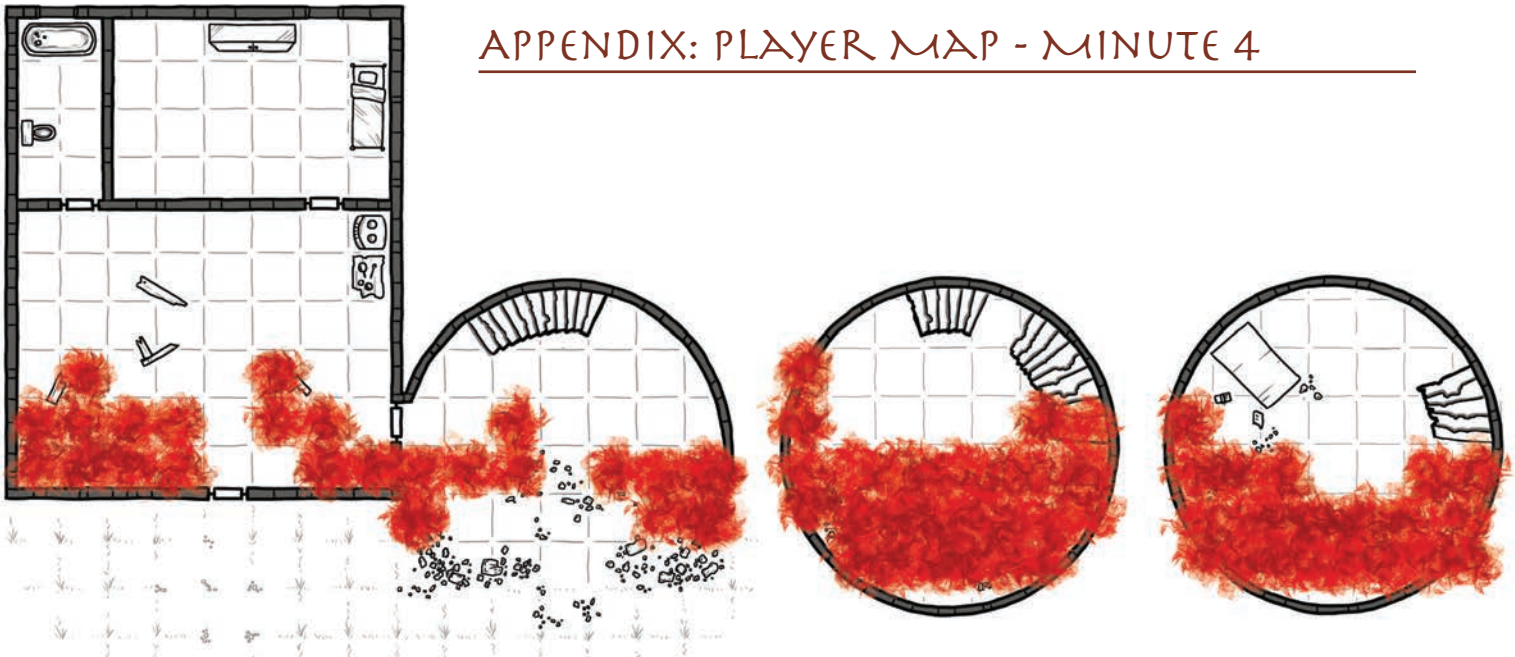
Appendix: Player Map - Minute 2



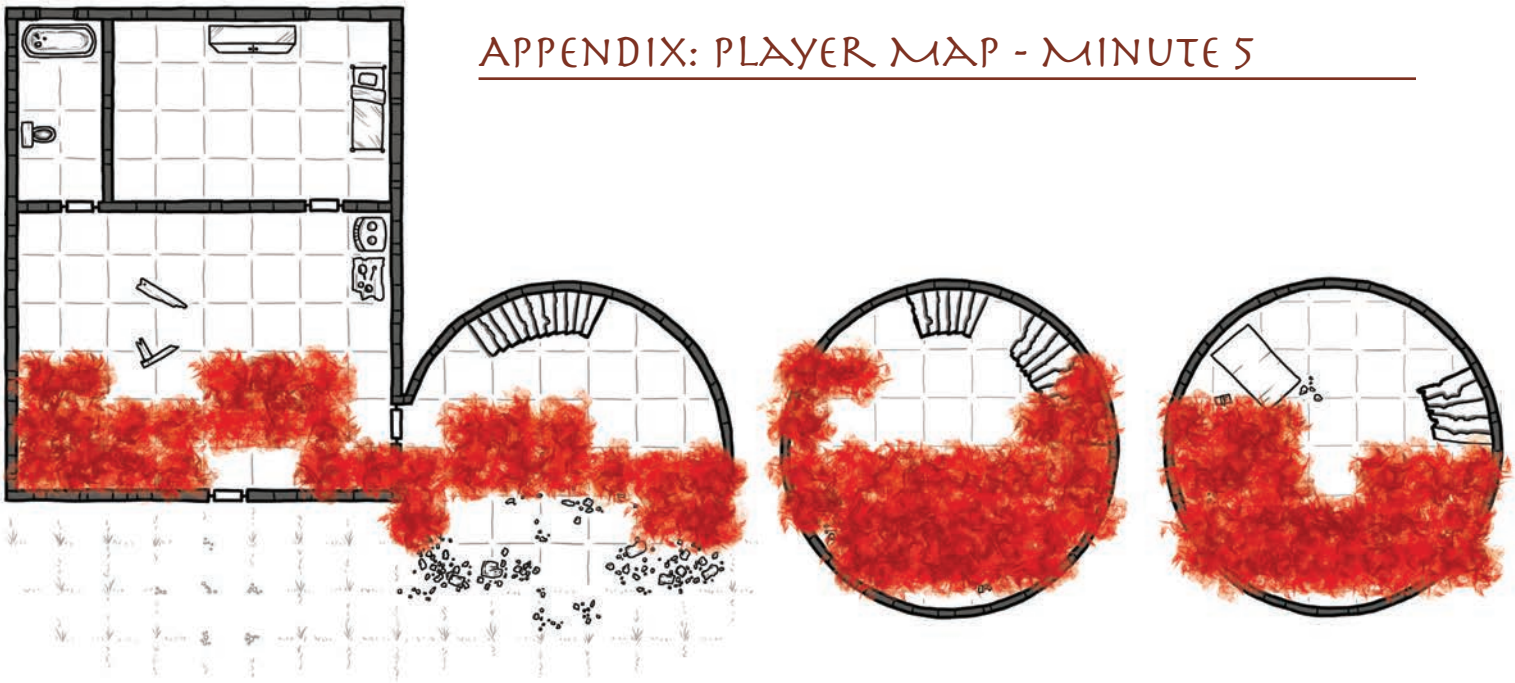
Appendix: Player Map - Minute 3



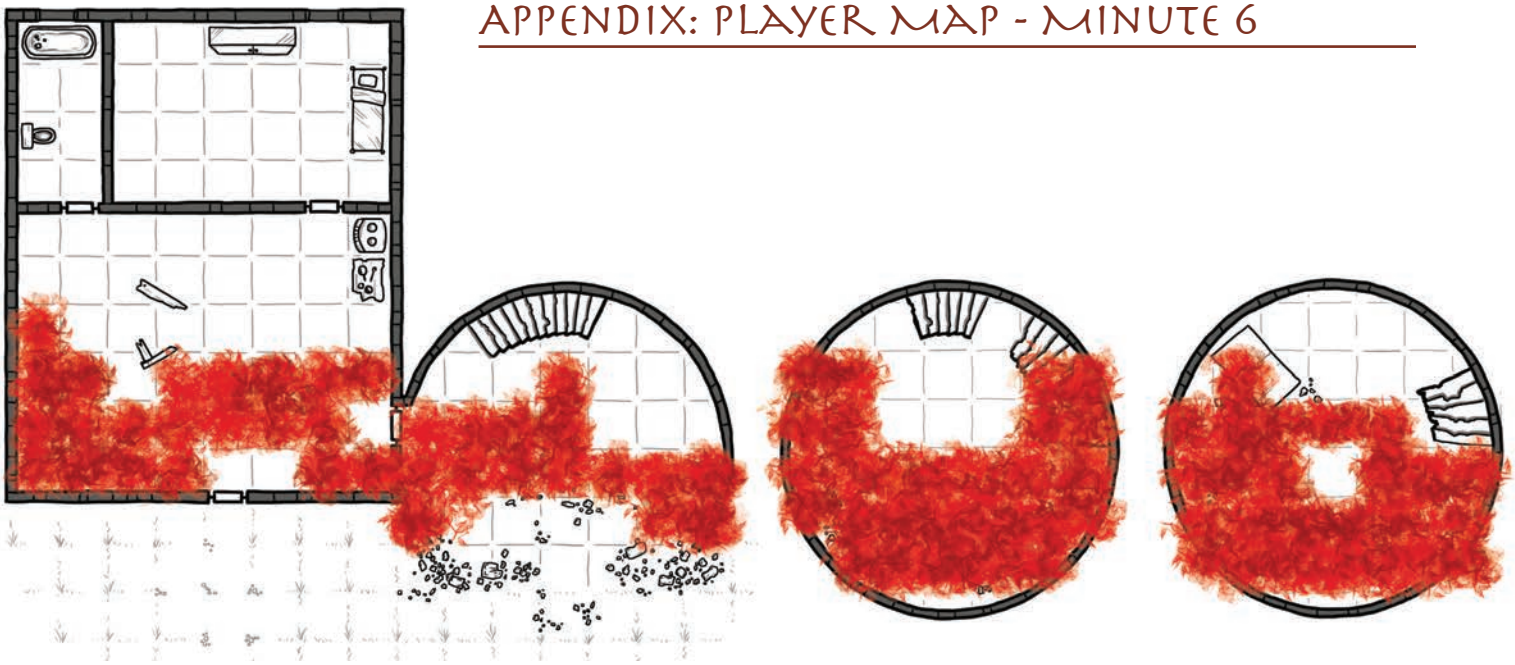
Appendix: Player Map - Minute 4



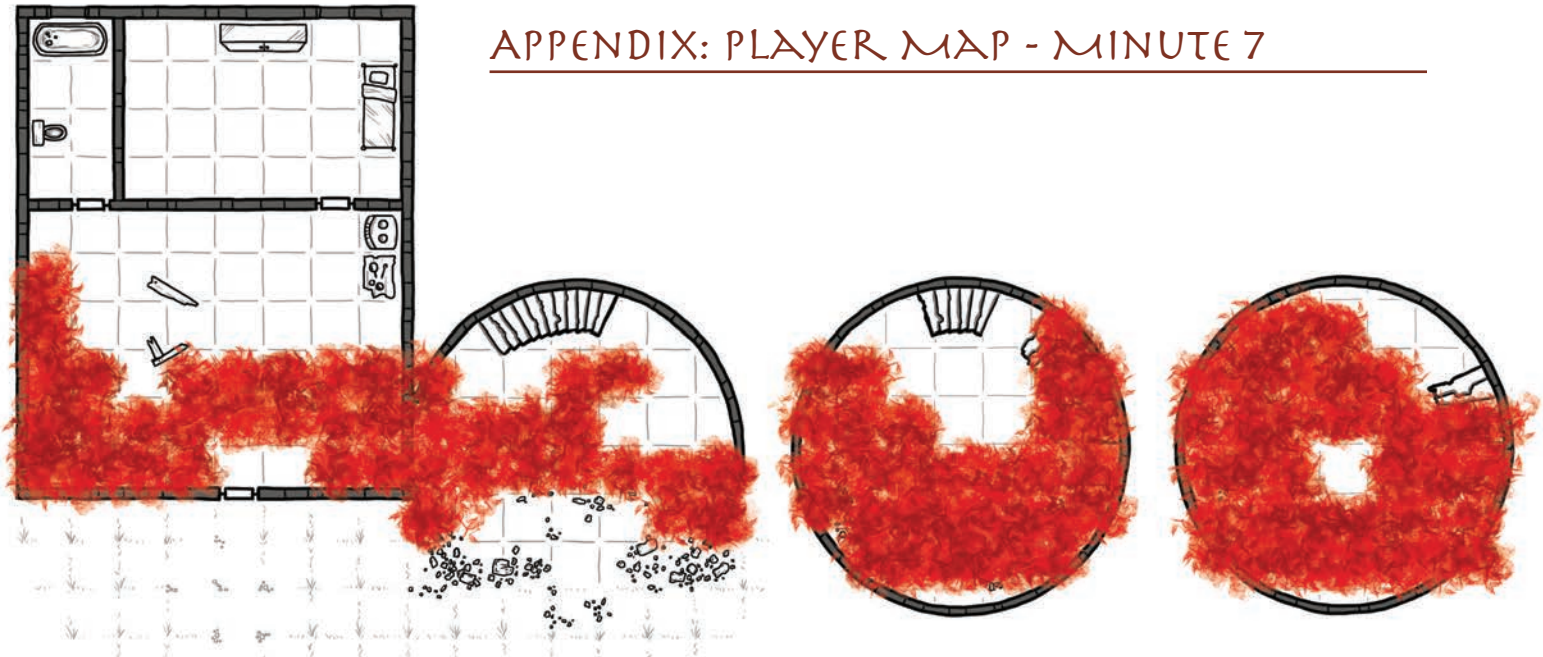
Appendix: Player Map - Minute 5



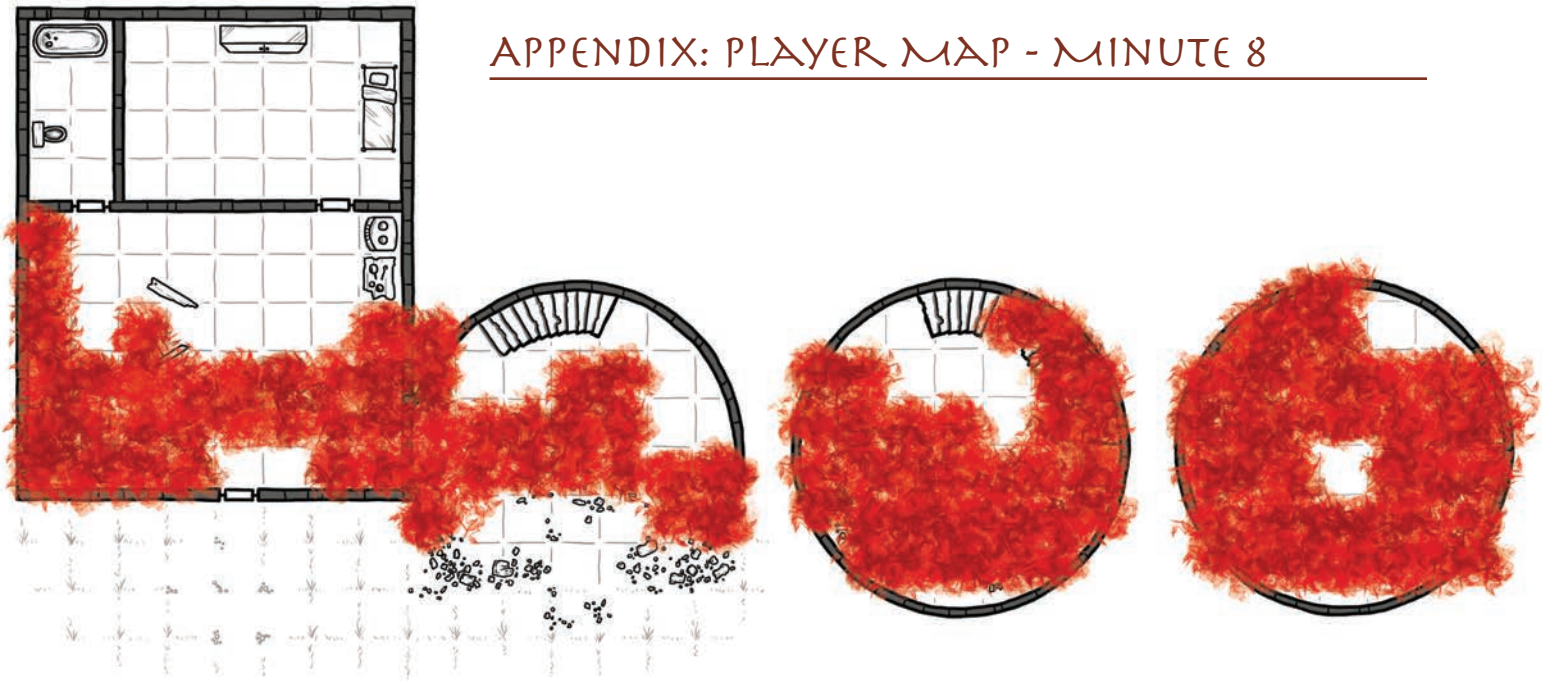
Appendix: Player Map - Minute 6



Appendix: Player Map - Minute 7



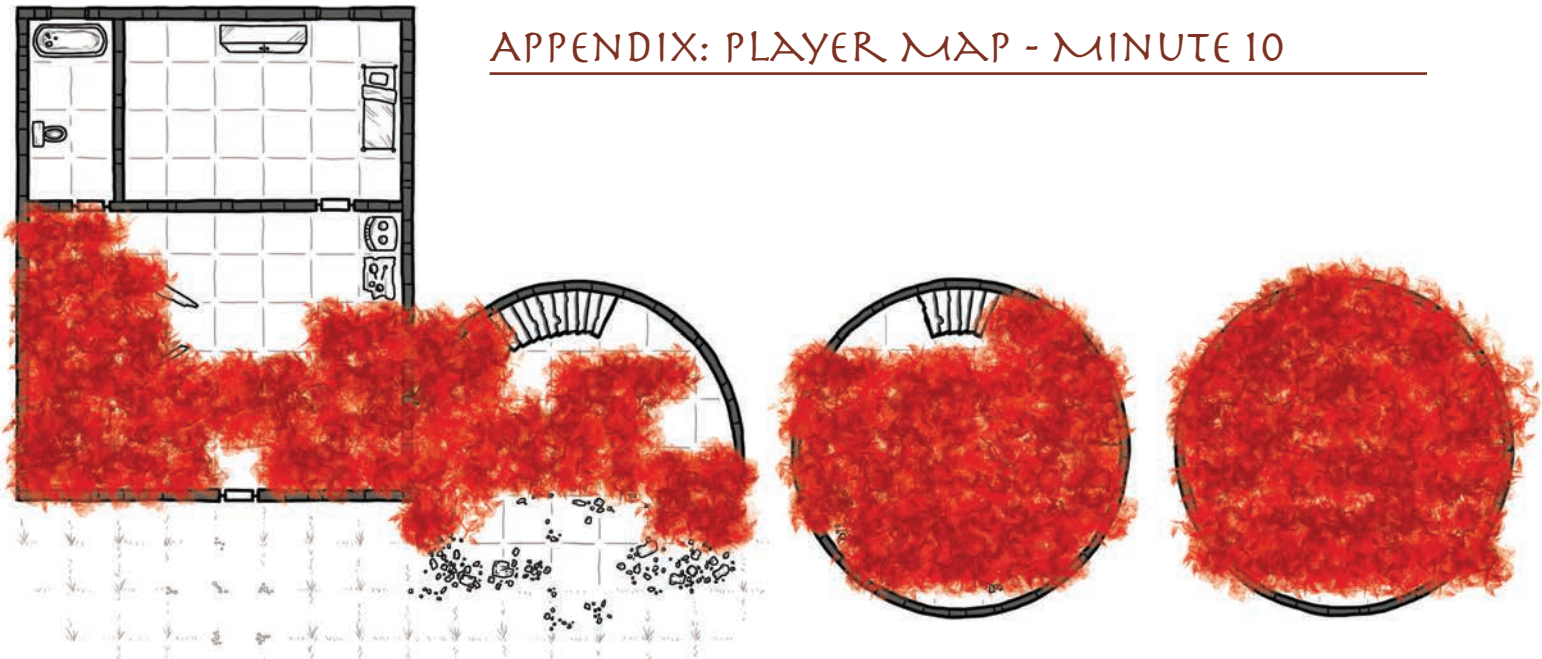
Appendix: Player Map - Minute 8



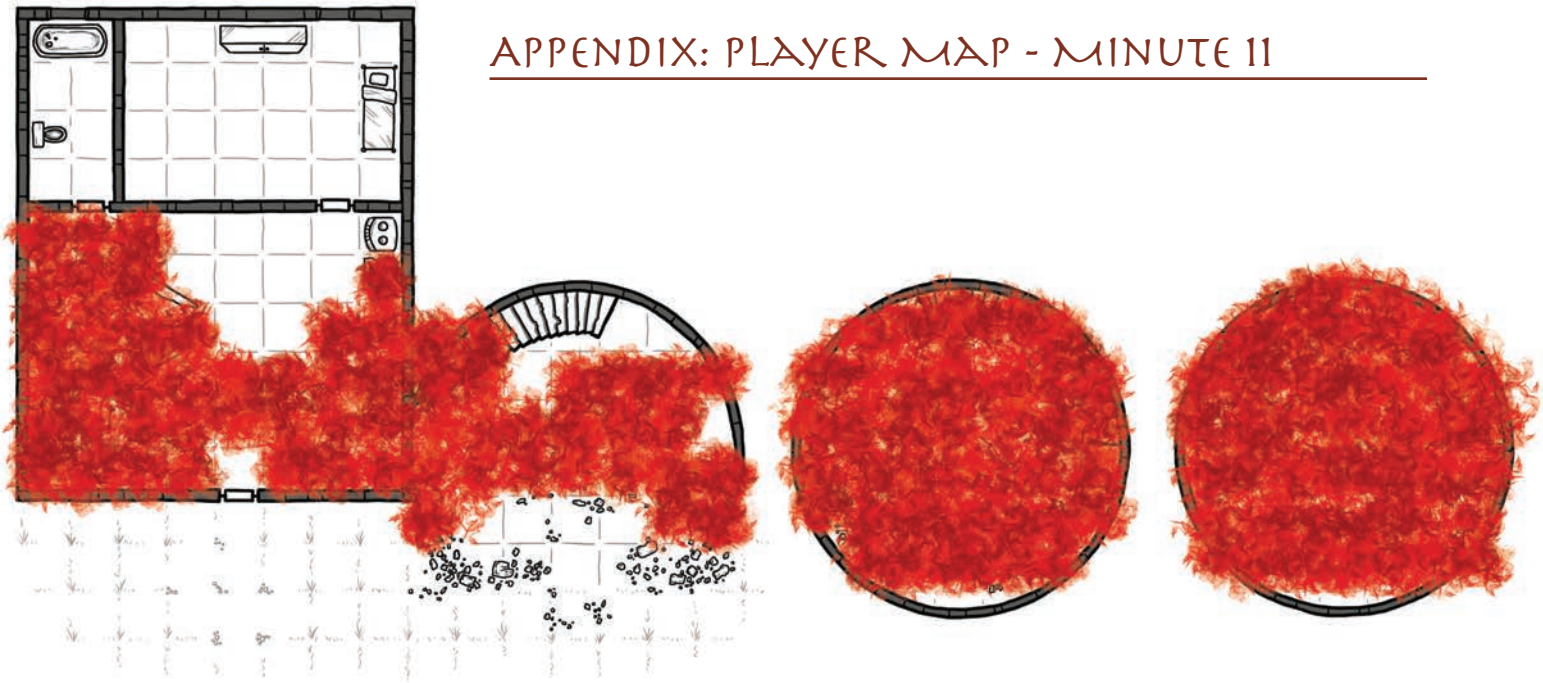
Appendix: Player Map - Minute 9



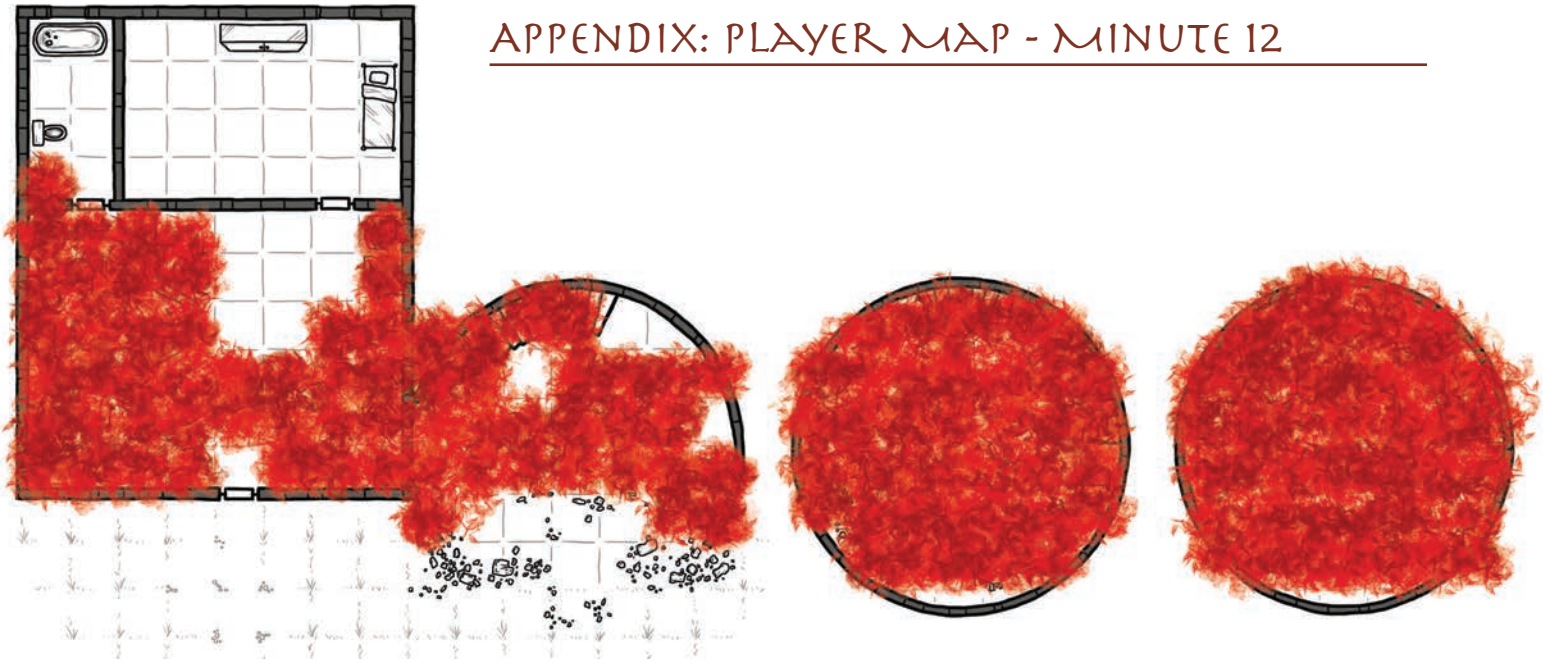
Appendix: Player Map - Minute 10



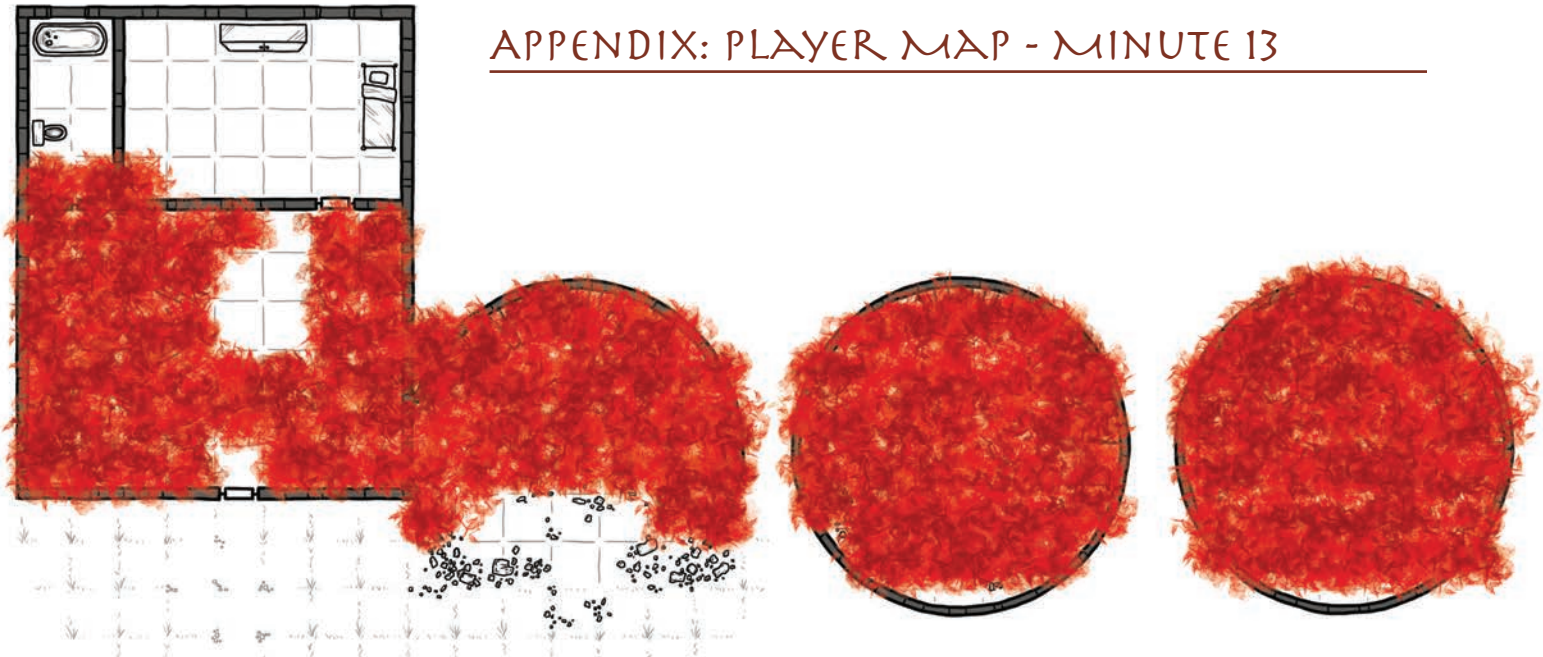
Appendix: Player Map - Minute 11



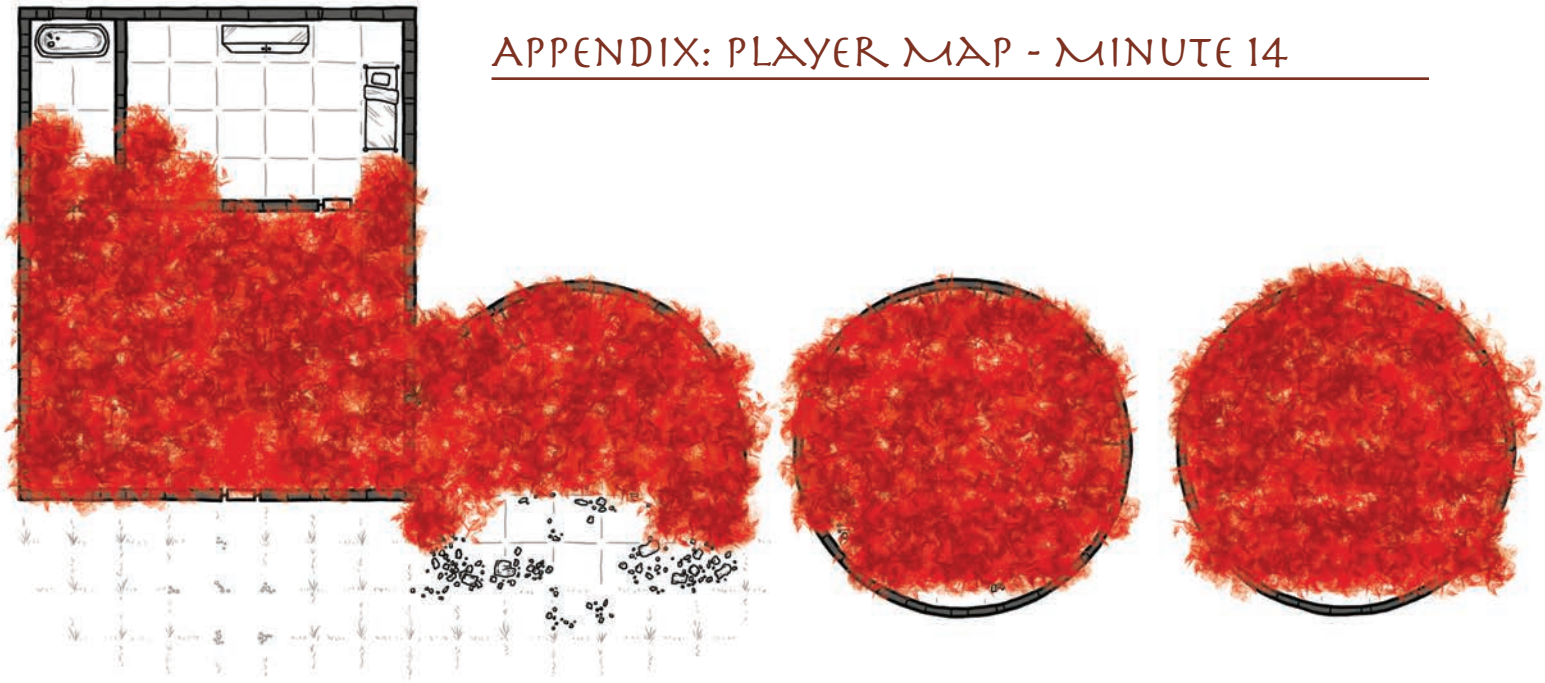
Appendix: Player Map - Minute 12



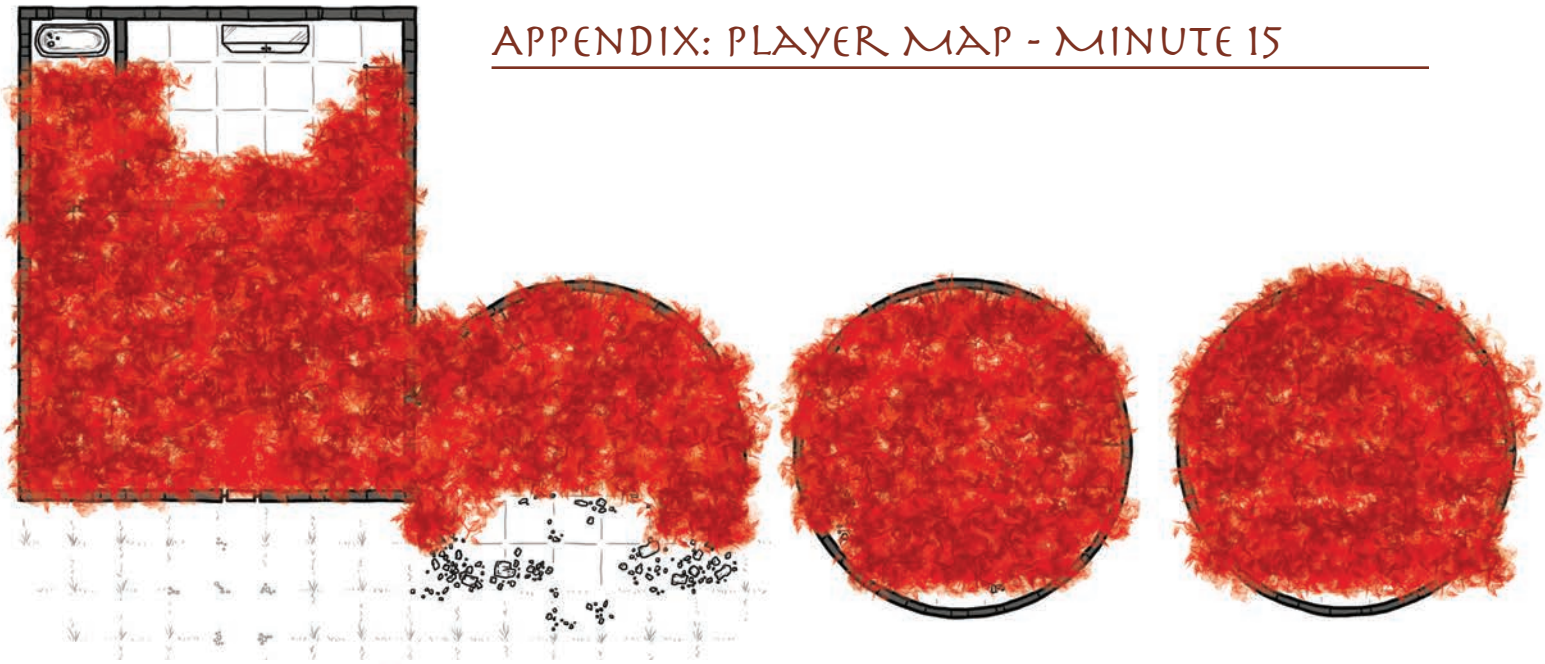
Appendix: Player Map - Minute 13



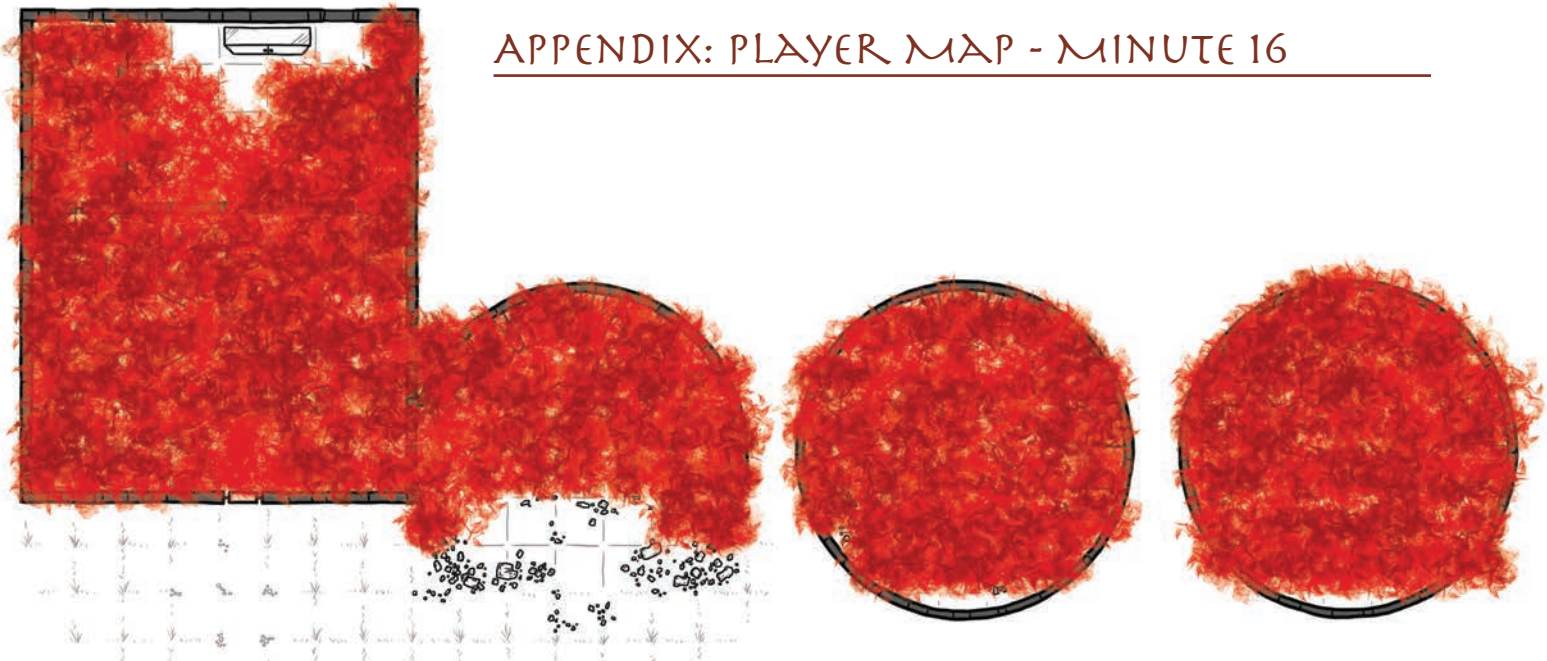
Appendix: Player Map - Minute 14



Appendix: Player Map - Minute 15



Appendix: Player Map - Minute 16



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