



OPEN DUNGEONS RPG PRESENTS

# SALT AND BONE

A war fleet is approaching.  
The city is out of options.  
Your players? Awaken a god's forgotten weapon.



# SALT AND BONE

An Adventure

Levels 1-3 Scaling

Open Dungeons™

[OpenDungeons.com](https://opendungeons.com)



**LEARN IN  
MINUTES,  
PLAY TONIGHT!**



## How to Read This Adventure

### **DN NOTE**

Mechanics, room dimensions, trap details, DN-only information.

### **TO PLAYERS**

Read-aloud text. Read this directly to your players.

### **SUGGESTED ENCOUNTER**

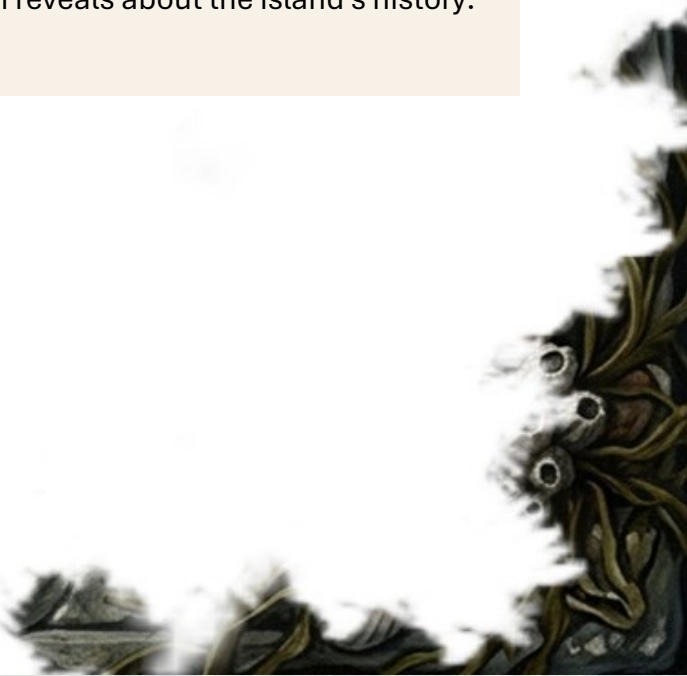
Enemy stats, combat balance notes, scaling for party size.

### **TREASURE / MAGIC ITEMS**

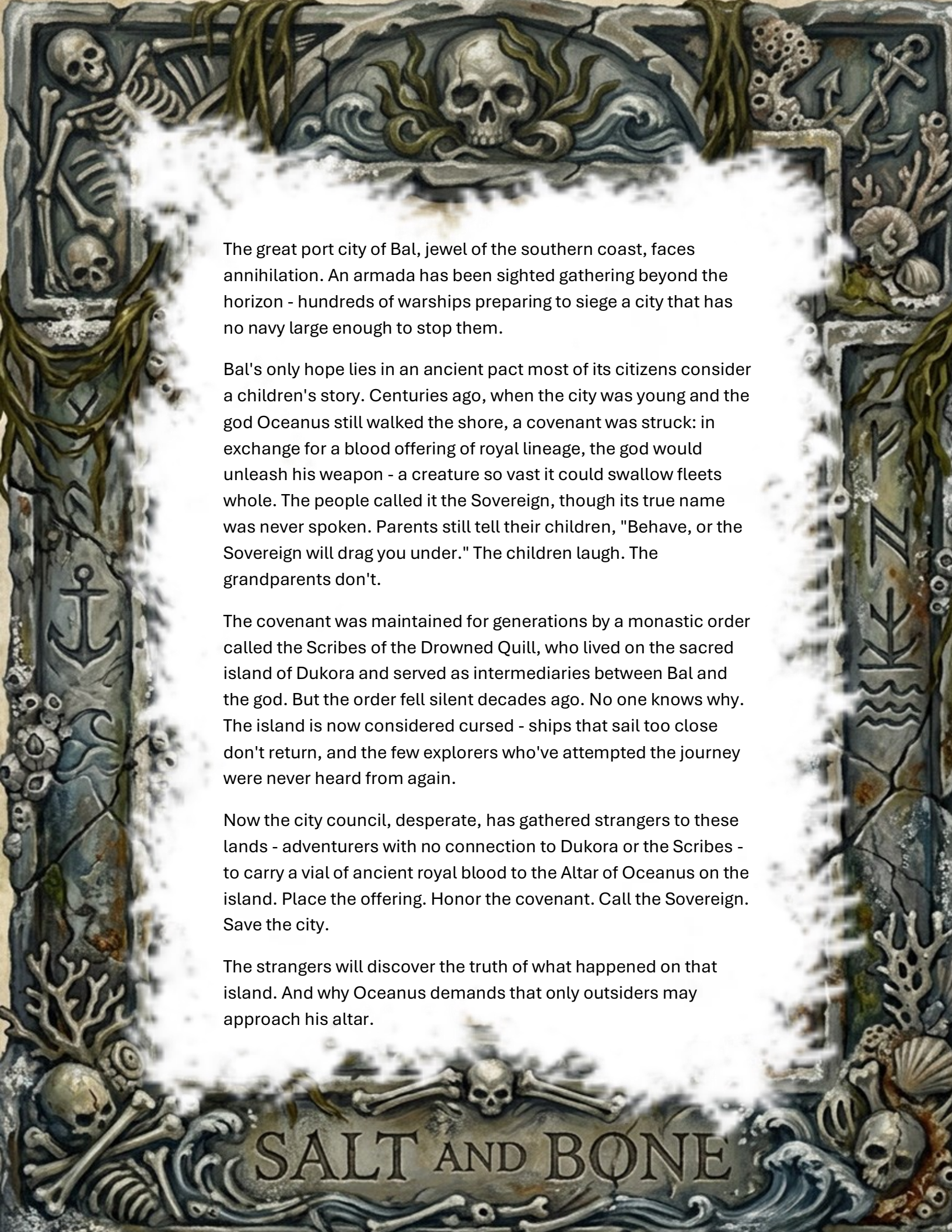
Loot and item descriptions.

### **STORY DROP**

Narrative connections and lore context. What this room reveals about the island's history.







The great port city of Bal, jewel of the southern coast, faces annihilation. An armada has been sighted gathering beyond the horizon - hundreds of warships preparing to siege a city that has no navy large enough to stop them.

Bal's only hope lies in an ancient pact most of its citizens consider a children's story. Centuries ago, when the city was young and the god Oceanus still walked the shore, a covenant was struck: in exchange for a blood offering of royal lineage, the god would unleash his weapon - a creature so vast it could swallow fleets whole. The people called it the Sovereign, though its true name was never spoken. Parents still tell their children, "Behave, or the Sovereign will drag you under." The children laugh. The grandparents don't.

The covenant was maintained for generations by a monastic order called the Scribes of the Drowned Quill, who lived on the sacred island of Dukora and served as intermediaries between Bal and the god. But the order fell silent decades ago. No one knows why. The island is now considered cursed - ships that sail too close don't return, and the few explorers who've attempted the journey were never heard from again.

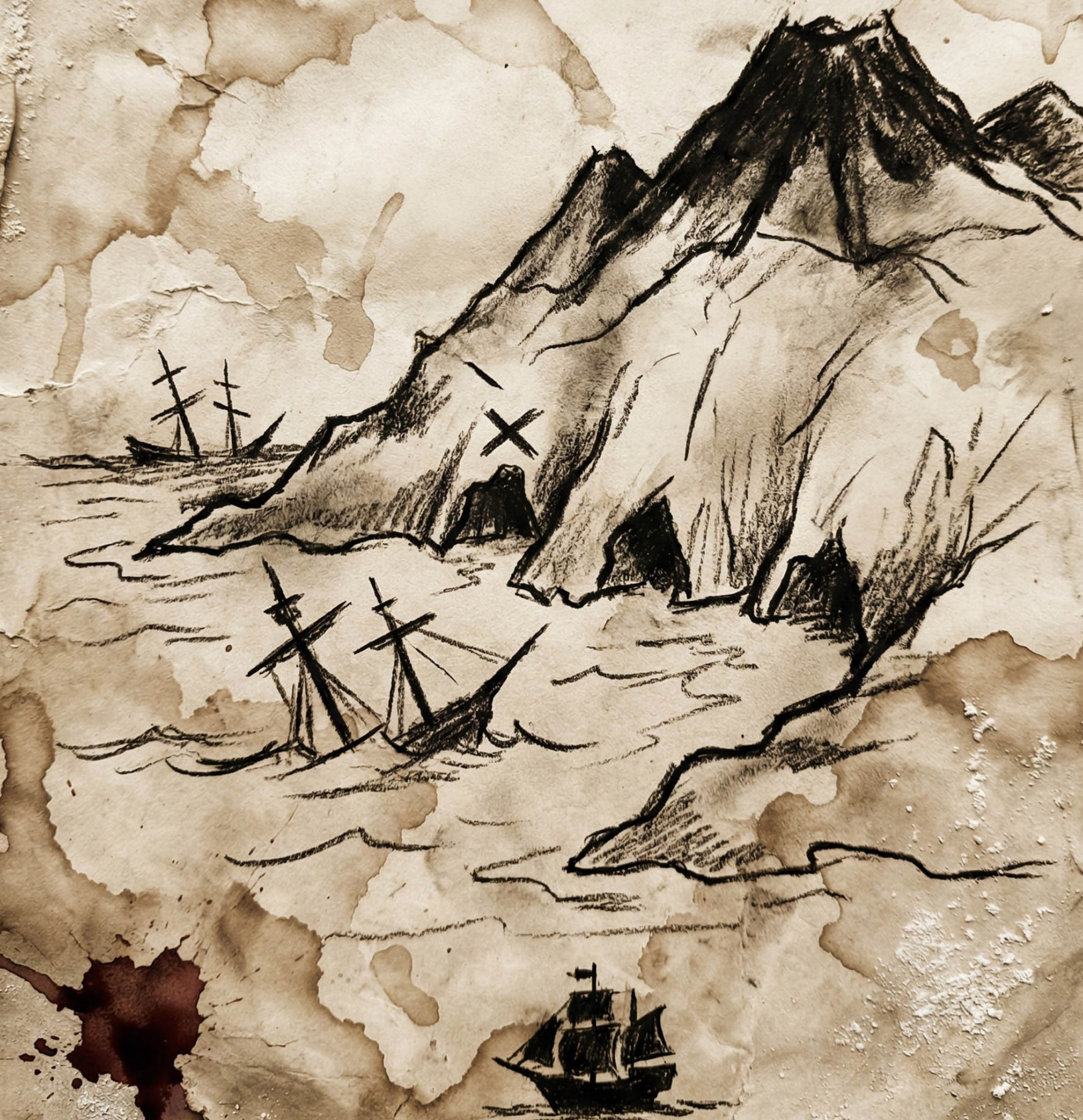
Now the city council, desperate, has gathered strangers to these lands - adventurers with no connection to Dukora or the Scribes - to carry a vial of ancient royal blood to the Altar of Oceanus on the island. Place the offering. Honor the covenant. Call the Sovereign. Save the city.

The strangers will discover the truth of what happened on that island. And why Oceanus demands that only outsiders may approach his altar.

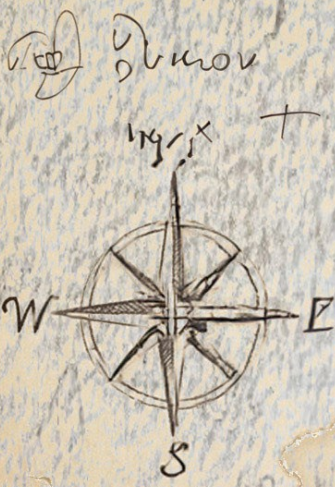
SALT AND BONE



A1







C9

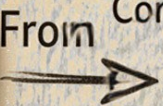


Defensive cliff edge.

Grav. Coor. in the

Guard wall - high frequency.

Scene 1 & 2 Confined.



From Necromant Mausoleum appears L

DT

HEAVY IN NEAR - Necromant near DO NOT APPROACH

Watch for ghostly apparitions



Heavily guarded! (Nearby area)





watch for  
patrols

echo -  
large space

CAMP

TEMPLE

heard  
chanting

bridge - didn't  
get close

D5





D6





## Contents

How to Read This Adventure .....	2
DN Adventure Overview.....	12
Adventure Structure.....	12
Scaling Notes .....	12
Treasure Philosophy .....	13
The Island's True History (DN Only) .....	13
The Sovereign .....	14
Key NPCs .....	14
Prologue - The City of Bal.....	16
Arrival in Bal .....	16
Meeting Austin's Superiors.....	18
The Assembly Chamber .....	20
The Sea Voyage .....	25
Landing on Dukora.....	27
LEVEL 1 .....	29
A-Cluster: The Scribe Crypts.....	30
A1 - South Shore Entry .....	30
A2 - Drowned Supply Cache.....	32
A3 - Hall of First Inscription .....	33
A4 - The Inscription Corridor .....	35
A5 - Crypt of the Lesser Scribes.....	36
A6 - The Ink Workshop .....	39
A7 - Vaelith's Private Study.....	41
B-Cluster: The Working Corridors .....	47
B1 - Southeast Shore Entry.....	47
B2 - The Flooded Antechamber .....	49
B3 - Collapsed Storage .....	50
B4 - The Old Scriptorium .....	51



B5 - The Quartermaster's Room .....	54
B6 - The Corridor of Names .....	55
B7 - The Locked Archive .....	56
B8 - Junction Hall.....	58
B9 - The Central Hall .....	59
B10 - The Reliquary .....	61
B11 - The Corrosive Passage .....	62
B12 - The Upper Corridor.....	64
B13 - The Inscription Door.....	65
C-Cluster: Shore Caves and Transition .....	68
C1 - East Shore Entry .....	68
C2 - The Tidal Pool Chamber.....	70
C3 - Upper Landing.....	71
C4 - The Guardian's Post.....	72
C5 - The Drowned Chapel .....	73
C6 - The Warding Chamber .....	75
C7 - The Scriptorium of the Dead.....	76
C8 - The Grand Vestibule .....	78
C9 - The Map Room.....	79
C10 - Storage and Preparation .....	80
C11 - Stairs to the Altar Temple .....	81
LEVEL 2.....	85
D-Cluster: The Cave Approach .....	87
D1 - Mausoleum Passage Entry .....	87
D2 - Winding Cave .....	88
D3 - Stalactite Grotto .....	88
D4 - The Ritual Circle .....	90
D5 - The Pirate Camp .....	91
D6 - Dead End Grotto .....	93



D7 - The Sunken Hall.....	94
D8 - Collapsed Passage .....	95
D9 - Underground Stream .....	96
D10 - The Bone Pile .....	97
D11 - The Narrow Way.....	98
D12 - Cavern Crossroads.....	99
D13 - Cliff Overlook.....	99
D14 - Wind-Carved Chamber .....	100
D15 - Shore Exit .....	101
E-Cluster: The Altar Temple .....	102
E1 - Temple Entry Hall.....	102
E2 - The Altar of Oceanus .....	103
E3 - The Washing Hall .....	107
E4 - The Meditation Hall .....	108
E5 - Guard Alcove .....	109
E6 - The Offerings Vault.....	109
E7 - Temple Junction.....	110
E8 - The Elevated Watch.....	111
E9 - The Scribe's Confession .....	112
E10 - Eastern Corridor.....	113
E11 - The Temple Vault.....	114
E12 - The Bridge Passage .....	114
F-Cluster: The Northern Wing .....	116
F1 - Antechamber of Faith .....	116
F2 - The Hall of Tides .....	116
F3 - The Bell Chamber.....	117
F4 - The Sacred Font .....	118
F5 - The Vestry .....	119
F6 - Burial Alcove (East) .....	120



F7 - Burial Alcove (West) .....	121
G-Cluster: The Bridge to the Pyre .....	122
G1 - Bridge Entry .....	122
G2 - The Midspan .....	123
G3 - Final Approach .....	124
G4 - The Pyre .....	124
PART 1: BESTIARY .....	127
Monster Index .....	127
PART 2: ADVENTURE-CREATED ITEMS .....	128
PART 3: SUGGESTED DN REWARDS .....	132
Level 1 Rewards (+1 items, consumables, minor permanents) .....	132
Level 2-3 Rewards (+1 to +2 items, stronger consumables) .....	134
Reward Guidelines .....	137



# DN Adventure Overview

## Adventure Structure

Salt and Bone is a two-level dungeon adventure set on the island of Dukora. The adventure begins with a prologue in the city of Bal (roleplaying, story setup, sea voyage) followed by two dungeon levels:

**Level 1 - The Necromancy Mausoleum:** The Scribes' former home and burial ground, now a ruin of flooded corridors, undead horrors, and divine punishment. Three entry points from the shore (A1, B1, C1) allow the party to approach from different landing sites. The level contains the backstory of the Scribes' betrayal and Oceanus's response, discovered piece by piece through inscriptions, journals, and environmental storytelling.

**Level 2 - The Altar Temple:** The sacred temple complex where the covenant altar resides. Reached either by the guardian stairs at C11 in the northwest or by the inscription door at B13 in the central mausoleum. Contains the altar encounter, the pyre on the eastern cliff's edge, and the adventure's climax.

## Scaling Notes

This adventure scales for levels 1-3 and for parties of 2-5 players. Each encounter includes scaling notes in its SUGGESTED ENCOUNTER block. The DN should read all scaling notes before the session and adjust accordingly.

**All encounter difficulty ratings assume a Level 1 party unless otherwise noted.**

General guidance: Level 1 parties should find the mausoleum dangerous but survivable with smart play. Level 2-3 parties will handle combat more comfortably but should still feel tension from traps, puzzles, and resource management. The adventure rewards caution and investigation over brute force. Players who pay attention to the story will have advantages in later encounters. Level 3 specific: add one Drowned Scribe to A5 and B4, extend the C11 Gargoyle crumble timer to 6 rounds, and do not reduce the Ink Wraith's effective HP for groups without fire or magic (see A6 scaling notes). Vaelith and the Senior Scribes remain appropriately dangerous at all levels without adjustment.



## Treasure Philosophy

Level 1 characters receive modest finds: small coin amounts (5-25 GP range per cache), +1 items, single-use consumables, and functional mundane equipment. Level 2-3 characters may find items with +1 to +2 bonuses, longer-duration magical effects, and more valuable coin hoards. Follow Magic Stacking rules - no item should break the economy or the power curve. The best treasures in this adventure are information, not gold.

## The Island's True History (DN Only)

Players discover this piece by piece. Do not reveal any of this upfront.

Centuries ago, the covenant between Bal and the god Oceanus was maintained by a monastic order called the Scribes of the Drowned Quill. These scholar-necromancers lived on Dukora and served as intermediaries. They wrote in blood-ink - a mixture of donated royal blood, squid ink, and salt. Their rituals were acts of transcription: writing prayers into flesh, bone, and stone. The covenant's terms were simple. Bal provides sacrificial blood of royal lineage. Oceanus provides the beast. The Scribes kept the ink flowing.

For generations it worked. The Scribes maintained the mausoleum, tended the altar, and kept the Sovereign bound between threats. They were respected, funded, and left alone.

Then the last Grandscribe, Vaelith, got ambitious. He had spent decades studying Oceanus's binding rituals and realized the Sovereign wasn't loyal to the god - it was leashed by the god. Vaelith believed that if he rewrote the covenant's binding text - literally re-inscribed the ritual walls in the Altar Temple - he could redirect the leash. The Sovereign would answer to the Scribes, not Oceanus. The order would control the most powerful weapon in the sea. No more serving Bal. No more bowing to a god who treated them like clerks.

He almost succeeded.

Oceanus discovered the betrayal when the binding text shifted mid-ritual. The god's response was immediate and absolute. He drowned the lower chambers of the mausoleum with a surge of divine seawater that killed every Scribe below the third level. Then he cursed the dead to rise - not as servants, but as warnings. The undead Scribes walk the corridors writing on the walls with their own finger-bones, endlessly transcribing the covenant they tried to betray. Their ink is blood. Their parchment is stone. They will write forever.



Oceanus then sealed the Altar Temple behind the mausoleum, ensuring that only outsiders - strangers with no connection to Dukora or the Scribes - could ever approach it again. That is why the council needs foreigners. That is why the ritual requires strangers to these lands. It is not tradition. It is divine lockout.

Vaelith's body was never found. His sarcophagus in A8 is empty. Players who piece together enough fragments will realize: the Grandscribe did not die. He became something. He is still in the temple - the dungeon's final obstacle before the altar. Not alive, not dead. Something the god made as a personal statement about what happens when you try to rewrite divine law.

## The Sovereign

The people of Bal call it the Sovereign. The old texts don't give it a proper name because naming it was considered blasphemous - you don't name a god's weapon.

The ancient texts describe something between a serpent and a living reef. Two hundred feet of armored muscle, crowned with calcified coral that glows like dying embers when it surfaces. Twenty limbs - not tentacles, not arms, something older. It doesn't protect Bal out of loyalty. It kills everything in the water because that is what it was made to do. Unleashing it is less like summoning a guardian and more like uncaging a predator in a room full of enemies and hoping it eats the right ones.

No combat stat block is used in play. A reference entry appears later for scale and lore only. The players never fight it. They see its shadow under the ship on the way to Dukora - a shape too large to be real, moving against the current. At the end, when the pyre is lit, they see it surface. That is the payoff.

## Key NPCs

**Leon** - High Councilman of Bal. Frail, thin-faced, grey-haired. Pragmatic. He doesn't believe in the Sovereign but he is out of options.

**Nanan** - Elder elf advisor. Silver-haired, composed. He has read the old texts and believes every word. He is the one who insisted on finding strangers.

**Gwenth** - Elderly human woman of royal lineage. She carries the vials of dried ancestral blood. She knows the weight of what she is handing over.



**Austin** - Human scout. Clean-cut, sandy blonde, green eyes. He recruited the party. Friendly but businesslike.

**Jermone** - Halfling from a rival party. Friendly, curious, wants to talk to the players but is pulled away by his group. Players will find him dead later inside a Corrosive Ooze in the mausoleum.

The Pirate Captain - Classic sea dog. Eye patch, tricorn hat, thick beard. His crew wants to be the ones to complete the task. They will attack other parties at sea.

### **Rival Parties (DN decides levels and details)**

Party 1: A dwarf, two humans, and an elf. Nervous but capable. They get destroyed at sea.

Party 2: Six humans, all pirates. The captain and crew attack other ships to eliminate competition. Some may survive to the island and become hostile encounters inside the dungeon.

Party 3: A halfling (Jermone), two dwarves, an elf, and a human. Competent and serious. Most die at sea; Jermone makes it to shore but dies in the mausoleum.

*DN Note: Party 3 departed first and pushed hard for speed, putting them directly in the Depths Devourer's path before the other ships. They became an unintentional decoy. The pirates watched from a safe distance and moved in after the creature submerged, which is the only reason any of them reached the island. See Monsters and NPCs Reference Guide.*

DN should place dead NPCs from these parties throughout the dungeon as environmental storytelling. Their bodies, equipment, and journals tell the story of what happened after the sea voyage.



## Prologue - The City of Bal

### DN NOTE

The prologue is a roleplaying sequence that establishes the stakes, introduces key NPCs, and gets the party onto a ship bound for Dukora. The city of Bal has an ancient Greco-Roman aesthetic - marble columns, open-air architecture, togas and tunics, warm coastal weather. Population over 300,000, mostly human, but all races pass through the harbor.

Magic is forbidden inside the Pantheon Halls. Magical disruptors built into the architecture prevent all spellcasting within the building. This is a security measure against assassination, not a plot device - do not punish players for trying, simply inform them it fizzles. Pets and animals are not permitted inside.

### Arrival in Bal

#### TO PLAYERS

Many months have passed since any real excitement. You have traveled through villages and towns seeking opportunities, and throughout your journeys you have gained the items, skills, and abilities that mark you as something more than ordinary. Life has been easy enough - you have had coins to live comfortably, and you have become folk heroes in some of the places you have rested. Not everyone can say they have faced monsters and lived to talk about it.

You arrived in the city of Bal a week ago. Rested. Geared. Ready for whatever comes next.

This morning, a man named Austin found you. Older, clean-cut, green eyes, sandy blonde hair cut short, wearing sandals and a loose white knee-length tunic. He has been scouting for a party capable of performing a task on behalf of the city's council. He did not find you by accident. People like you stand out in a city full of merchants and politicians. He believes you may be qualified.



### TO PLAYERS

Austin escorts you through the streets of Bal. The city is everything the travelers described and more. Marble and limestone buildings rise on every side, open to the warm coastal air. Columns and arches in a dozen architectural styles line the avenues - the influence of centuries of trade and cultural exchange carved into every facade. The people wear loose-fitting tunics, togas, and colorful garments suited to the perpetual warmth. The streets are crowded with vendors, shoppers, and idlers: armorers, barbers, butchers, potters, glass-blowers, fruit sellers, wine merchants, and more. The smell shifts with every breeze - sometimes perfume and vanilla, sometimes horse dung and human sweat, sometimes the sharp salt of the harbor.

Seagulls cry overhead. The sound of the sea is never far.

The crowd thins as you approach a grand staircase - thirty wide limestone steps climbing toward an imposing stone building. Primroses, pansies, and marigolds line the banisters in cascades of yellow, red, and violet. Council Guards stand at the base and top, resting behind tower shields fitted with iron spikes. No one challenges them.

Austin holds up his hand as you approach. The guards let you pass without a word.

### DN NOTE

If players have pets or animals, Austin politely informs them no animals are allowed inside. If players ask about the no-magic rule, Austin explains: "To prevent assassinations. There are magic disruptors built into the walls. No magic functions inside the Pantheon Halls." This is factual, not a threat.

### TO PLAYERS

At the top, Austin turns. "Magic, incantations, rituals - all forbidden inside. The building won't allow it."

Through a massive stone arch - twenty feet across, fifteen feet high - you enter a spacious foyer. High domed ceiling of white sandstone. Brown marble floors. The soft sound of plucked strings drifts from somewhere unseen. The room is full of people standing in small groups, drinking wine, picking at fruit and olives, speaking in low voices. Whispering.



## The Foyer - Chance Rolls

### DN NOTE

Players may attempt the following Chance Rolls while in the foyer. These are optional and reward observant players with context.

#### P1 - Intelligence Chance Roll TN 13

##### Success:

You recognize this building as a forum - a political assembly hall where magistrates debate law, trade, and civic matters. You can identify military personnel, politicians, and royal dignitaries by the sashes, pins, and emblems they wear. The tone of many conversations is serious. This is not a social event.

##### Failure:

The room is confusing. Well-dressed people milling about, drinking wine, chatting. You cannot read the social dynamics.

## Meeting Austin's Superiors

### TO PLAYERS

Austin walks you to a group of three - two elder women and a heavyset, bald older man. All wear floor-length togas, well-made and deliberately presented. Officials.

Austin addresses them: "Greetings, magistrates. I have brought the last of them."

The magistrates inspect you with practiced eyes. One nods. "We trust you're scouting. Thank you."

A distinguished man in a dark green toga approach with a broad smile. "Well, well. How delightful." He looks you over. "It seems the common folk are well-fed these days. So vigorous. I think they will do nicely."



One of the elder women interjects, her voice cool. "Please, councilman. Let us not provoke disdain among our guests. They are here to help."

#### **DN NOTE**

Players may have questions. Before they can get far, the gong sounds. Allow one or two quick exchanges if players push, but the narrative moves forward.

### **The Gong - Moving to the Assembly**

#### **TO PLAYERS**

A gong rings three times. Every conversation stops. The plucked strings go silent. The crowd moves as one toward an adjoining room through a wide archway.

Austin looks at you. "This is why you came." He walks toward the archway, expecting you to follow.

#### **P2 - Wisdom Chance Roll TN 9**

##### **Success:**

As the crowd funnels through the archway, you notice other groups that stand apart from the politicians and dignitaries.

A mixed party - a dwarf, two humans, and an elf - talking among themselves while walking. The dwarf stumbles slightly on the threshold. Nerves, probably.

A group of six humans who look nothing like politicians. One is unmistakable - middle-aged, thick grey-streaked beard with salt crust in the ends, tight breeches, dark brown tricorn hat, eye patch. A sea captain. His crew walks like they own every room they enter.

A third group - a halfling, two dwarves, an elf, and a human. If magic had a smell, it would cling to this group. They look more intentful and serious than anyone else in the room. Their boots are mountain-worn. Their weapons sit in easy-reach positions. Scars.



**Failure:**

You notice the crowd and follow.

**P3 - Wisdom Chance Roll TN 13**

**Success:**

Looking at these other groups, a thought forms. Are we competing? Or is this collaborative?

**Failure:**

No particular insight.

## The Assembly Chamber

### TO PLAYERS

The archway is flanked by guards in bright red tunics over scale mail, holding decorative spears. They are not decorative men.

Beyond, the chamber opens wide. A low cherrywood partition separates rows of long benches for citizens from a raised platform at the rear - a dais for the city council. Behind it sits an enormous desk of polished black walnut, worked to a flawless surface, with seven seats. The center seat sits slightly higher than the rest.

No gold or gems ornament this room, but murals cover every wall - painted in different styles across different eras, documenting the city's history. Roof windows and oil lamps cast even light across the assembly.

### DN NOTE

About 80 people attend this meeting, including military officers. The murals depict major historical events, including a scene showing a massive creature rising from the sea to protect Bal. Players who examine the murals will see a beast unlike anything they



know - enormous, crowned with what looks like coral, surrounded by shattered ships. This is an early visual clue about the Sovereign.

If players try to speak with the rival parties while sitting down, all NPCs ignore them except Jermone (the halfling), who smiles and starts to respond but is pulled away by his companions.

#### **P4 - Wisdom Chance Roll TN 11**

##### **Success:**

You look across the benches. The quietest of the pirates - not the captain, one of his crew - meets your eyes with a wild smile. He draws his finger slowly across his throat. The message is clear. He thinks you are going to die. Or maybe he plans to make sure of it.

##### **Failure:**

You settle onto the bench. The room is full and warm.

#### **The Council Speaks**

##### **TO PLAYERS**

The gavel strikes.

The speaker is Leon, the High Councilman. He is frail, thin-faced, with grey hair and the bearing of a man who has held power long enough to be tired of it. He speaks without ceremony.

"As we discussed earlier today and late last night, we are here to consider. To consider the ancient pact that protected this city once before, ages ago."

A senator interrupts with a shout from the benches. "Consider what? A children's story? The same story we all heard when we misbehaved?" He wags his finger in mockery. "If you keep it up, the Sovereign will drag you under!"

Half the room laughs. The gavel cracks down hard.

Leon, unmoved: "Enough. We decided last night. We will do our part, and the navies will



do theirs."

An older female senator speaks. "Our navies may be our only line of defense. We must support the calling." She looks around the chamber. "It is not as though any of you will be going to the island. Let the High Councilman speak so we can continue with contingency plans, should our guests fail."

Silence. The reality settles. Whether the Sovereign is real or not, the armada is.

### TO PLAYERS

Leon addresses you and the other parties directly.

"You have been invited to accomplish a task no citizen of Bal is permitted to perform. The ancient texts prescribe that only strangers to these lands may approach the altar - outsiders with no blood connection to Dukora or its order. This is not tradition. It is divine law."

"The ancient writers described the Sovereign as a beast two hundred feet in length, crowned with coral, with twenty limbs that stretched another hundred feet in every direction. They wrote that it swam beneath a thousand ships and broke them with its back alone. Its limbs did the rest. It devoured until the threat to our waters was no more."

An elderly woman, Gwenth, enters slowly carrying a small tray of red vials. Her hands are steady despite her age. The room watches her cross the floor in silence.

Leon continues. "To call the Sovereign, you must carry this vial of dried blood - the blood of Bal's ancient royal line - to the Altar of Oceanus. It lies within the temple on the island of Dukora, twenty-two nautical miles from our harbor. Place the offering on the altar. That is the request. That is the covenant."

Gwenth adds, her voice low and clear: "After you have survived the mausoleum."

### TO PLAYERS

An elder elf with silver hair stands from the council table. Nanani. He reads from a parchment scroll, his voice formal.

"By decree of Bal: each party that accepts this task will be provided a ship with a skeleton crew. You will disembark outside the island's shores on small boats and find



entry into the cavernous passages that lead to the temple. There you will locate the Altar of Oceanus and place the royal offering."

#### **DN NOTE**

DN decides payment amounts and reward magical items appropriate to the party's level. Suggested baseline: 50 GP per party member for attempting the task (paid upfront), plus 200 GP per surviving party member and two magical items chosen from the city vault upon success. Adjust to your game's economy.

#### **TO PLAYERS**

Gwenth continues: "When you have completed your task, find the eastern cliff's edge. A pyre stands there. Light it. The signal fire will tell our navies and our defenses to prepare - and it will complete the covenant's visible seal."

Nanan adds: "We will dispatch a ship to retrieve you in case your vessel is lost on the island's shores."

Leon, with finality: "There are no maps of these passages. The few who have tried to explore never returned. Cartographers in the city will pay handsomely should you map your route. But that is your concern, not ours."

The gavel strikes. Meeting adjourned.

#### **DN NOTE**

Players may ask questions before heading to the docks (two miles from the Pantheon Halls). Key facts if asked:

The island is notorious for wrecking ships that sail too close. The northern approach is considered cursed.

The island is believed to be haunted by the dead. All parts of it are known to be dangerous.

A monastic order once lived there. They dissolved decades ago. No one knows the details.

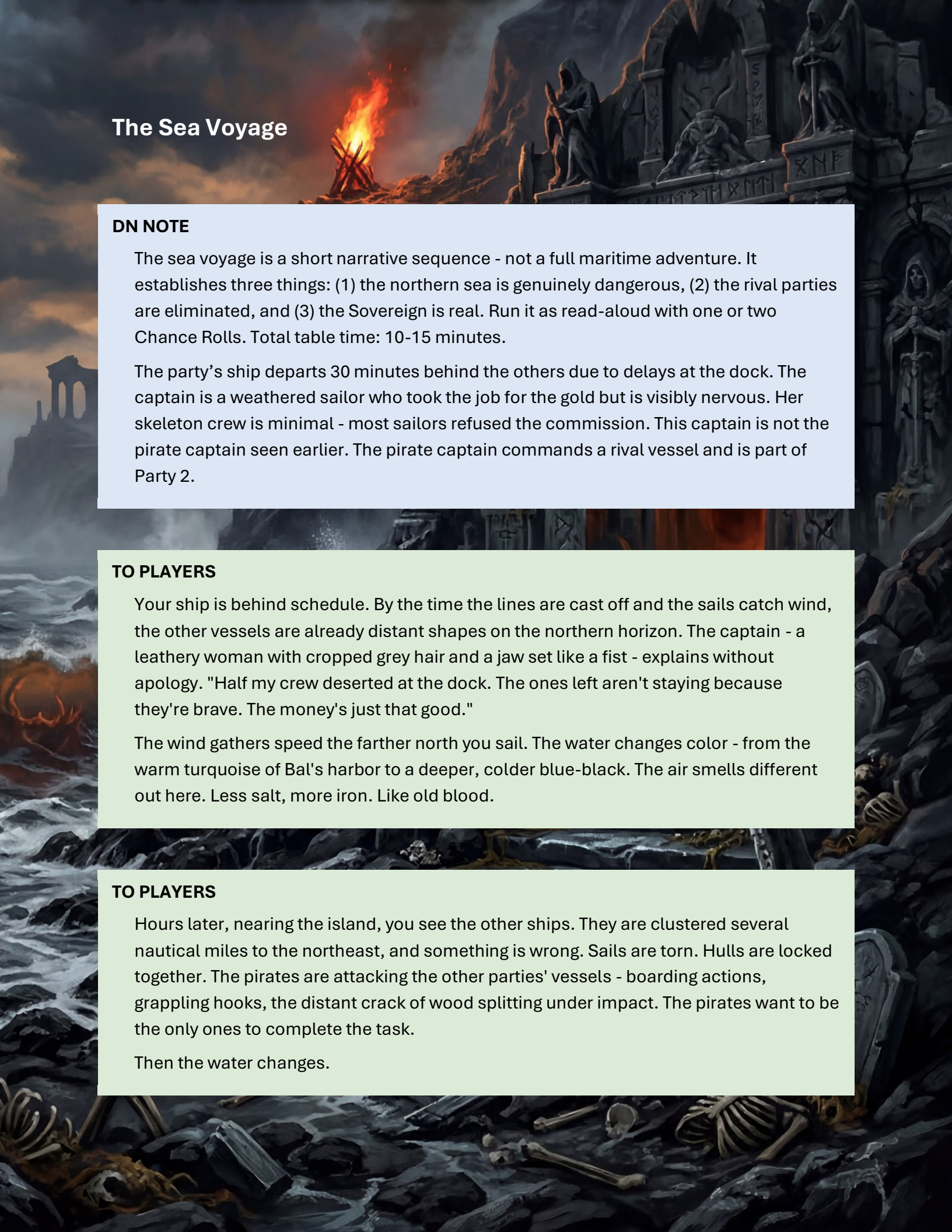


The task: place the vial on the altar, then light the pyre. Simple instructions. The execution is the problem.

If players try to speak with rival parties outside the Halls, all ignore them to reach their ships. Jermone tries to respond but is pulled away. He is friendly. He will die in the dungeon.







## The Sea Voyage

### DN NOTE

The sea voyage is a short narrative sequence - not a full maritime adventure. It establishes three things: (1) the northern sea is genuinely dangerous, (2) the rival parties are eliminated, and (3) the Sovereign is real. Run it as read-aloud with one or two Chance Rolls. Total table time: 10-15 minutes.

The party's ship departs 30 minutes behind the others due to delays at the dock. The captain is a weathered sailor who took the job for the gold but is visibly nervous. Her skeleton crew is minimal - most sailors refused the commission. This captain is not the pirate captain seen earlier. The pirate captain commands a rival vessel and is part of Party 2.

### TO PLAYERS

Your ship is behind schedule. By the time the lines are cast off and the sails catch wind, the other vessels are already distant shapes on the northern horizon. The captain - a leathery woman with cropped grey hair and a jaw set like a fist - explains without apology. "Half my crew deserted at the dock. The ones left aren't staying because they're brave. The money's just that good."

The wind gathers speed the farther north you sail. The water changes color - from the warm turquoise of Bal's harbor to a deeper, colder blue-black. The air smells different out here. Less salt, more iron. Like old blood.

### TO PLAYERS

Hours later, nearing the island, you see the other ships. They are clustered several nautical miles to the northeast, and something is wrong. Sails are torn. Hulls are locked together. The pirates are attacking the other parties' vessels - boarding actions, grappling hooks, the distant crack of wood splitting under impact. The pirates want to be the only ones to complete the task.

Then the water changes.



You look over the starboard rail and see something beneath the waterline. A shape. Moving. It is enormous - a dark mass sliding through the deep like a mountain that learned to swim. It moves toward the clustered ships with the slow certainty of something that has never needed to rush.

The shape rises. Not all at once - just enough. A ridge of dark flesh breaks the surface between the clustered ships, and for a moment nothing happens. Then the water moves wrong. The ships lurch inward like they've been grabbed from below. Masts tilt toward each other. You hear wood splitting even at this distance - a sound like thunder that doesn't stop. One hull folds in half. Another is dragged sideways so hard it rolls, keel to sky, and something pulls it under before it can settle. Specks in the water where men should be. And then you can't.

Moments later, the ships are gone. All of them. The water where they were is white foam and wreckage, and then it is nothing. The sea closes over whatever happened like it never occurred. Your captain stares at the empty water and says nothing. Her crew does not speak for the rest of the voyage.

#### DN NOTE

The creature that destroyed the ships is the Depths Devourer - an ancient deep-sea predator that patrols the waters around Dukora. It is not the Sovereign. It is not divine. It is simply what lives here now, feeding on whatever approaches the island. This is what makes the northern sea "cursed." Sailors don't return because this thing hunts the approach lanes. DN Note: Party 3 was destroyed earlier and is no longer among the clustered ships. The visible ships are the remaining parties engaged by pirates. The Depths Devourer cannot be fought in this adventure. It functions as a narrative environmental threat during the voyage. A reference stat block appears in the bestiary for DN convenience only.

The Depths Devourer does not attack the player's ship. It is occupied with the clustered vessels. The party reaches shore safely, but their ship sustains hull damage on the jagged coastal rocks during landing. The captain will wait with her crew near the boats but the ship cannot depart until repairs are made. The party is effectively stranded until they complete the task and light the pyre to signal Bal for rescue.

Some NPCs from the destroyed ships may have survived and washed ashore. The DN should place dead (or dying) NPCs from these groups throughout the dungeon. Their bodies, equipment, and journals tell the story of what happened after the sea attack. At



least one pirate survivor should appear inside the mausoleum - either as a hostile encounter or a false ally who waits for a chance to backstab the party.

### STORY DROP

**Wisdom Chance Roll TN 16** (on the ship, looking at the water after the attack): For a moment, beneath the foam and wreckage, you think you see a second shape - deeper, vastly larger, moving in the opposite direction. Then it is gone. You are not sure you saw anything at all.

This is the Sovereign. For centuries it has remained bound in the deep waters beneath Dukora, circling far below the reach of ordinary ships. It is not commonly seen - only glimpsed in storm-dark water, mistaken for shadow, reef, or nightmare by the few who survive the approach. The covenant's blood offering does not wake it. It calls it from its circuit and turns it toward a marked threat.

### Landing on Dukora

#### TO PLAYERS

The island emerges from sea mist like a jaw. Black rock and grey cliffs rise from churning water, the shoreline jagged with volcanic stone that has been shredding hulls for centuries. No beach. No harbor. Just rock, spray, and the skeletons of old ships impaled on the shallows.

Your crew finds a narrow approach on the southern shore - barely enough room for the small boats to land without capsizing. The hull scrapes rock as you pull in. One of the sailors crosses himself. Another won't look at the cliffs.

Above the waterline, carved into the black stone, you can see openings. Cave mouths. Some natural, some cut with tools. Steps, ancient and worn smooth by tide, climb from the rocks toward the cliff face.

The captain watches from the damaged ship. "We'll be here when you get back," she says. Then, quieter: "If you get back."



**DN NOTE**

Three entry points are accessible from the shore, corresponding to the three clusters on the Level 1 map. Where the party lands determines which entry they find first. The DN may let players choose their approach or determine it based on where the boat lands.

**A1 (South Shore Entrance):** The most visible opening from the southern landing. Carved steps lead up from the rocks. This enters the A-cluster (Scribe Crypts).

**B1 (South-Southeast Shore):** A partially concealed opening between rock formations. Requires **Wisdom Chance Roll TN 12** to spot from the landing area. This enters the B-cluster (Working Corridors).

**C1 (East Shore Entrance):** Visible from the eastern approach. Tidal cave that opens into worked stone. If the party circles the shoreline east before climbing, they find this. This enters the C-cluster (Shore Caves and Transition).

All three paths eventually connect inside the mausoleum. No entry point is "wrong" - each simply reveals different aspects of the story first.



## LEVEL 1

### THE NECROMANCY MAUSOLEUM

#### DN LEVEL OVERVIEW

The mausoleum was the Scribes' home, workshop, and burial ground for over two centuries. The architecture is a hybrid - original worked stone from the order's construction fused with natural cavern where centuries of neglect and divine punishment have collapsed walls and flooded passages. The shore entrances were cargo routes where supplies arrived by boat from Bal. The interior was never designed for outsiders.

Three clusters of rooms make up this level. The A-cluster (southwest) contains the Scribes' ceremonial crypts and ritual chambers, including Vaelith's personal quarters and the empty Grandscribe's tomb. This is where the story lives - wall inscriptions, crypt lids with biographical text, and the big reveal about what happened to the order. The B-cluster (center) contains the working corridors, scriptorium, and connecting passages. Traps and puzzles concentrate here, along with the primary path through the dungeon. The C-cluster (east) contains the shore caves and transition zones from natural cavern into worked stone, with coastal creatures and environmental hazards.

The emotional weight of this level comes from piecing together what happened. Early rooms feel like ruins. Middle rooms feel wrong - too much writing on the walls, in too many layers, in what looks like dried blood. Deep rooms make it clear: this place was punished. The writing is not graffiti. It is penance. Forced, endless, divine penance.

The undead Scribes are not standard dungeon monsters. Some are hostile. Some are not. Some are just writing, endlessly, and will only attack if interrupted. The DN should play the difference. A Zombie Shambler attacks because it is mindless. A Drowned Scribe attacks because you smeared her work. That distinction is what makes this level memorable.

Water is present throughout - puddles, tidal seepage, partially flooded rooms. The air smells of salt and decay. Torchlight reflects off wet stone. The sound of dripping water is constant and occasionally masks other sounds (movement, breathing, the scratch of bone on stone).

Two routes connect to Level 2. The first is the guardian threshold at C11 in the northwest - stairs leading upward past a pair of divine stone sentinels. The second is the inscription puzzle door at B13, accessible from the central B-cluster. Both lead to the Altar Temple.



## A-Cluster: The Scribe Crypts

### A1 - South Shore Entry

#### DN NOTE

Natural cave mouth, 15 ft wide, 10 ft high, carved steps descending from the cliff face into a tidal antechamber roughly 20x25 ft. The floor is slick with sea spray and algae. Barnacles crust the lower walls. The ceiling drips constantly. Old iron mooring rings are bolted into the rock - this was a supply dock for the Scribes, where boats from Bal delivered provisions.

A rotted wooden rowboat lies broken against the east wall, half-submerged in a shallow tidal pool. The wood is soft enough to push a finger through. Decades old at minimum.

A dead body lies face-down near the steps leading deeper inside - a human male in leather armor, relatively fresh (days, not weeks). This is a sailor from one of the rival parties' ships who survived the Depths Devourer attack and made it to shore. Cause of death: a deep puncture wound in the back. A pirate's work. He made it this far before one of the pirate survivors caught up to him.

No enemies. No traps. Atmospheric entry.

Two stone gargoyle sentinels flank the carved steps ascending from the waterline. They are carved from the island's black volcanic stone, crouching on pedestals built into the cliff face, wings folded tight against their backs. Their faces are weathered nearly smooth by centuries of salt spray - wide mouths eroded to grimaces, hollow eyes filled with barnacle growth. They are roughly 4 ft tall at the shoulder. The sentinels are architectural, not magical. They do not animate. But they are the first thing anyone climbing these steps sees, and they set the tone immediately: you are not welcome here.

**Wisdom Chance Roll TN 12:** The gargoyles are not random decorations. They are placed precisely to be visible from the water - a warning to approaching boats. Their posture is defensive, hunched forward, as if ready to leap. The craftsmanship is deliberate. Whoever carved these understood intimidation.



### TO PLAYERS

Two figures crouch at the top of the steps, one on each side, dark against the darker stone. For a moment they look alive - hunched shoulders, folded wings, mouths open. Then the wind shifts and you see barnacles crusting their legs, salt-spray erosion smoothing their features, and you realize they are stone. Carved sentinels, set here to watch the waterline. Their faces have been worn by centuries of weather into something almost peaceful, but the posture is unmistakable. They were built to say: turn back.

Steps carved into black rock lead down from the cliff face into the mouth of a cave. The air changes immediately - warm coastal wind replaced by something cooler, damper, tinged with rot. The cave opens into a low chamber where the tide has been visiting for centuries. Barnacles crust the walls to shoulder height. The floor is slick, puddled, and green with algae. Iron rings - old mooring points - jut from the stone, rusted to the color of dried blood.

A rowboat lies broken against one wall, half-sunk in standing water. The wood is so rotten it barely holds its shape. Whatever brought it here came a long time ago.

Near the steps leading further in, a body. Face down, leather armor, human. He has not been dead long. The blood around him is still dark and wet.

### TREASURE / MAGIC ITEMS

Dead sailor: 6 GP, 14 SP. A functional short sword (1d6 slashing). A leather pouch containing a crude charcoal sketch of the island's shoreline - it marks three entry points, roughly matching A1, B1, and C1. The sketch was made from a ship's vantage, not from inside. He never got further than this room.

### STORY DROP

**Intelligence Chance Roll TN 12:** The stab wound in his back was made by a narrow blade - a stiletto or long dagger. Not a monster. A person killed this man from behind. The pirates made it to shore.

### NAVIGATION

North (deeper inside) leads to a short passage connecting to A3.

A narrow side passage to the east leads to A2.



## A2 - Drowned Supply Cache

### DN NOTE

Small side chamber, 15x15 ft, partially flooded (ankle-deep cold seawater). This was a storage room for incoming supplies. Old wooden crates and barrels line the walls, most rotted through, contents long dissolved or rusted to nothing. The ceiling is low - 7 ft - and cracked, with mineral deposits forming where water has seeped through stone for decades.

A secret door is built into the east wall (marked 's' on map). It is a stone panel fitted flush with the surrounding wall, operated by pressing a carved seashell motif that sits among a row of decorative carvings. The seashell is the only one that depresses. This passage connects to the B-cluster near B3.

Detection (secret door): **Wisdom Chance Roll TN 15**. Dwarves with Stonecunning gain +4. Thieves using standard class abilities may detect at their normal percentage.

The flooding is not dangerous but makes searching slower and louder. Anything dropped in the water takes a round to find.

### TO PLAYERS

A cramped side room, flooded to the ankle with cold, dark water that smells of brine and something older. Rotten crates sag against the walls, their contents reduced to rust stains and pulp. Barrels have collapsed inward. Whatever was stored here served a practical purpose - this was not a treasury, it was a pantry. And it has been empty for a very long time.

The walls are carved with a repeating decorative motif - waves and sea creatures, stylized, each one slightly different. Shells, fish, eels, starfish. The craftsmanship is careful. Whoever carved these took pride in the work.

### TREASURE / MAGIC ITEMS

Thorough searching (**Intelligence Chance Roll TN 14**, requires 2 rounds of digging through debris in cold water): A sealed clay jar, wax-stoppered, still intact. Inside: a vial of preserved blood-ink (dark red-black liquid, faintly warm to the touch). This is



functional Scribe ink. It has no immediate combat use but is required for the inscription puzzle door in B13. Players who find this early will save themselves significant trouble later. Worth 25 GP to an alchemist in Bal if they bring it home instead.

## NAVIGATION

West leads back to the passage near A1.

East (secret door) connects to B-cluster near B3.

---

## A3 - Hall of First Inscription

### DN NOTE

Large circular chamber, 35 ft diameter, ceiling 15 ft. This is the transition point - natural cave gives way to worked stone. The walls are smooth, deliberately carved, and covered in writing. This is the players' first encounter with the blood-ink inscriptions that define the mausoleum.

The writing covers every surface from floor to roughly eight feet high. It is layered - older text underneath, newer text written over it, sometimes three or four layers deep. The ink is a dark reddish-brown, dried and cracked in places, still faintly glossy in others. It looks like blood because it is blood. Mixed with squid ink and sea salt, but blood nonetheless.

Burial niches are carved into the circular wall at regular intervals - twelve total, each roughly 2 ft wide, 6 ft long, 2 ft deep. All are empty. These held the lowest-ranking Scribes. Their remains were washed away when Oceanus flooded the lower chambers. Only the niches remain, filled with dried salt residue.

A stone basin sits in the center of the room, cracked but intact. It once held ink for the writing rituals. A faint residue of dried blood-ink coats the interior. The basin is not magical but a Cleric touching it will feel a momentary pulse of old devotion - residual faith soaked into the stone.

No enemies on initial entry. However, if players spend more than 10 minutes in this room making noise (combat in adjacent rooms, loud searching, etc.), a Drowned Scribe may wander in from the passage to A4. See Drowned Scribe entry in the bestiary.



### TO PLAYERS

The cave becomes a room. Not gradually - abruptly. One step you are on rough stone and the next the walls are smooth, carved, intentional. You have crossed into something built. Something that was maintained for a long time.

The room is circular, wide enough for your whole party to stand comfortably with space to spare. The ceiling vaults upward. And every surface you can see is covered in writing. Dense, layered, obsessive writing in a dark reddish-brown ink that has cracked and flaked but never fully faded. Some sections are written over older sections, two and three layers deep, the characters bleeding into each other until the meaning dissolves into texture. It looks like the walls are stained with old blood.

Niches are carved at even intervals around the circumference - twelve of them, body-sized, all empty. Salt crusts their interiors like frost.

In the center of the room, a stone basin, cracked down one side. Something dark and dried coats the inside.

### STORY DROP

**Intelligence Chance Roll TN 13:** The writing is not random. It is the same text, repeated. Over and over. You can make out fragments - references to a covenant, to blood, to an offering, to a god called Oceanus. The handwriting changes between layers. Different people wrote this. Many different people, over many years. Some wrote carefully. Some wrote frantically. The most recent layer, on top of everything else, is barely legible - the letters are shaky, scratched into the dried ink below rather than written with a tool. As if someone was writing with a fingertip. Or a bone.

**Wisdom Chance Roll TN 14:** The empty niches bother you. The salt residue inside them is not from condensation. It is from seawater. These niches were flooded. The bodies were washed out. But this room is forty feet above the current waterline. Something brought the sea up here.

### NAVIGATION

South leads back toward A1 (shore entry).

North leads to A4 (corridor toward A5).

East connects toward B4 via a worked stone passage.



## A4 - The Inscription Corridor

### DN NOTE

Connecting corridor, 10 ft wide, 50 ft long, running north from A3 to A5. The walls continue the blood-ink inscription pattern from A3, but the floor is different. Here, large stone tiles - each roughly 3 ft square - are inlaid with carved glyphs. The glyphs are words in the old Scribe dialect, visible to anyone looking down.

**TRAP:** Three of the floor tiles are active. The Scribes used inscribed words as ward-traps - the magic is tied to the meaning of the word, triggered by weight on the tile. The trapped tiles are spaced irregularly along the corridor (roughly at the 10 ft, 25 ft, and 40 ft marks).

**Tile 1** - "DROWN" (10 ft mark): Spectral seawater erupts upward around the creature that triggered it. **WIS Mind Save.** Failure: the creature experiences the sensation of drowning for 1 round - choking, panic, disorientation. Shaken condition (-1 to all rolls) for 10 minutes. No actual damage. Success: a brief chill and the taste of salt. No effect.

**Tile 2** - "SILENCE" (25 ft mark): A pulse of pressure deafens. **CON Tough Save.** Failure: deafened for 3 rounds. Cannot hear warnings, approaching enemies, or verbal commands. Success: ears ring for 1 round, no mechanical effect.

**Tile 3** - "WITNESS" (40 ft mark): The worst of the three. **WIS Mind Save.** Failure: the creature is hit with a vision - they see the mausoleum from above as divine seawater pours through every corridor, filling every room, drowning every person inside. It lasts 6 seconds of real time but feels like minutes. Shaken condition for 1 hour and the player can describe what they saw to the party. Success: a flash of blue-white light behind the eyes. Momentary nausea. No lasting effect.

**Detection:** **Intelligence Chance Roll TN 14** to notice the floor tiles are different from the surrounding stone before stepping on them. A Thief may attempt Remove Traps on each tile individually (standard class percentage). Alternatively, players who step only on tiles without carved glyphs can navigate the corridor safely - **Dexterity Chance Roll TN 12** to pick a path through (no roll needed if moving slowly and deliberately studying each tile before stepping).

**Reset:** Yes. These traps reset after 1 hour. They have been firing for many years.



### TO PLAYERS

A corridor stretches north, wide enough for two abreast, the walls thick with the same layered writing you saw in the round chamber. But here, the floor draws your attention. The stone tiles are larger, fitted precisely, and each one bears a carved word. Some you can read. Some are in a script you don't recognize. The carvings are deep, deliberate, and they cover every tile from wall to wall.

The corridor is fifty feet long. The writing on the walls grows denser as you look deeper in. Near the far end, the letters on the walls overlap so heavily the stone looks textured, like bark.

### NAVIGATION

South leads back to A3.

North leads to A5.

---

## A5 - Crypt of the Lesser Scribes

### DN NOTE

Large circular chamber, 35 ft diameter, ceiling 18 ft. This is the primary burial vault for the order's rank-and-file members. Eight stone sarcophagi are arranged in a radial pattern around a central pillar, each carved with the name, rank, and years of service of the Scribe interred within.

The sarcophagus lids are heavy stone (**Strength Chance Roll TN 14** to open, or two characters working together TN 10). Most contain skeletal remains in decayed robes, clutching rusted writing implements. The bones are stained dark from the blood-ink that soaked through their burial wrappings.

Critical detail: all eight sarcophagi bear dates of death within the same year. The same month. Some within the same week. This is the first hard evidence that the Scribes did not die naturally. They all died at once. If players have been reading the wall inscriptions, this confirms it.



**ENCOUNTER TRIGGER:** If players open more than three sarcophagi, the disturbance draws attention. Two Drowned Scribes rise from the floor (not from the sarcophagi - from the stone itself, pulling themselves up through cracks as if climbing out of water). They are hostile. They do not speak. Their fingers are worn to bone at the tips.

### **SUGGESTED ENCOUNTER**

Drowned Scribes (x2) - cursed undead, former members of the order.

14 HP each | AC 12 (waterlogged robes, residual warding) | DR 0

Save Roll: Quick +0, Tough +1, Mind +1

Attack: Bone-finger scratch, d20+2 vs AC, 1d4+1 necrotic (DR does NOT reduce necrotic)

Special Attack: Inscription Burn - 15 ft, Save WIS Mind, fail 1d6 psychic damage. Cooldown 3 rounds.

Special Defense: When a Drowned Scribe is reduced to 0 HP, it collapses into a pool of blood-ink that stains a 5 ft area. The stain fades after 1 hour. If a second Drowned Scribe walks through the stain, it regains 1d4 HP. Destroy both quickly or separate them.

Immune: poison, disease

Behavior: Drowned Scribes do not pursue beyond the room they occupy. They fight to drive intruders away from the dead, not to kill. If the party retreats, the Scribes return to the floor and sink back into the stone.

2 players - Hard. Necrotic bypasses DR - do not trigger this while already wounded from A4.

3-4 players - Challenging to Hard.

5 players - Challenging.

### **TREASURE / MAGIC ITEMS**

Sarcophagus 3 (Scribe named Doryth, rank: Senior Inscriber): A bronze stylus, still sharp, wrapped in preserved leather. Functional as a writing implement and as an improvised weapon (1d4 piercing). If used to write with blood-ink, the lines glow faintly for 1 minute before fading. Worth 15 GP.



Sarcophagus 6 (Scribe named Rethaal, rank: Covenant Keeper): A small jade pendant carved in the shape of a wave. Faint protective aura - +1 to WIS Mind Saves (per Magic Stacking). Worth 30 GP. A Cleric or Wizard examining it senses the remnant of a protective prayer woven into the stone.

Scattered across the floor between sarcophagi: 22 SP in corroded coins, a rusted iron key (fits a lock in B7), and a folded parchment so brittle it crumbles at the edges. The parchment contains a partial roster of the order - 31 names, most illegible, with Vaelith listed at the top as Grandscribe.

### STORY DROP

**Intelligence Chance Roll TN 13:** The dates on the sarcophagi are damning. All eight Scribes died within the same three-week span. Three share the exact same date. Whatever killed them was not disease, not old age, not war. It was sudden and it took everyone.

**Wisdom Chance Roll TN 15:** The wall inscriptions in this room are different from A3. In A3, the writing was layered over time. Here, it was written by the dead. The handwriting matches the names on the sarcophagi. The Scribes buried in this room are the ones who wrote on these walls - after they died. The ink was applied by fingers without flesh. You can see the grooves where bone dragged through wet stone.

### NAVIGATION

South leads back to A4 and A3.

Northwest passage leads to A6.

East (via passage) connects toward B4.



## A6 - The Ink Workshop

### DN NOTE

Octagonal chamber, roughly 30 ft across, ceiling 12 ft. This was the Scribes' practical workspace - where blood-ink was mixed, tools were maintained, and the daily work of covenant transcription was prepared. The room has eight walls (octagonal), each containing a stone workbench built into the wall. The benches hold the remnants of alchemical equipment: mortar and pestle sets, glass vials (mostly shattered), stone mixing bowls stained permanently dark with blood-ink residue, and racks that once held quills and styluses.

The room smells different from the rest of the mausoleum - less salt, more iron and something organic. The blood-ink residue has a presence. It does not smell dead. It smells alive in a way that is difficult to articulate. Warm, almost.

Three of the eight workbenches still contain usable materials (**Intelligence Chance Roll TN 12** to identify which ones have intact supplies versus shattered junk).

### SUGGESTED ENCOUNTER

Ink Wraith (x1) - a spectral entity formed from centuries of accumulated blood-ink magic. It manifests as a humanoid shape made of flowing dark liquid, constantly shifting, letters and words visible moving through its body like text in a current.

22 HP | AC 13 (shifting form) | DR 0

Save Roll: Quick +2, Tough -1, Mind +2

Attack: Ink Lash, d20+3 vs AC, 1d6+1 necrotic (DR does NOT reduce necrotic)

Special Attack: Word Flood - 20 ft cone, Save WIS Mind, fail 1d8 psychic and blinded 1 round. Cooldown 3 rounds.

Special Defense: Semi-corporeal - physical weapons deal half damage. Magical weapons, spells, and fire deal full damage. Holy water deals 1d6 radiant on direct hit.

Immune: poison, disease, psychic

Vulnerable: fire (double damage) and radiant (double damage)

Behavior: The Ink Wraith does not appear immediately. It manifests when someone touches the blood-ink residue in the mixing bowls or attempts to take intact vials. It



rises from the largest stained workbench and attacks whoever disturbed the ink. It does not pursue beyond A6.

2 players - Hard to Deadly. Semi-corporeal means effectively 44 HP against non-magical weapons. Have it dissipate at 15 damage if the party has no fire or magic.

3-4 players - Hard without fire or magic. Challenging with it. Fire or radiant cuts this fight short.

5 players - Challenging.

Level 3 party - No HP adjustment needed. If the party has no fire or radiant at all, reduce HP to 16.

### TREASURE / MAGIC ITEMS

Workbench 2: Two intact vials of blood-ink (same as the one potentially found in A2). These are functional and required for the puzzle door in B13. Having extras means the party can afford a failed attempt.

Workbench 5: A Scribe's mixing kit in a waxed leather case - mortar, pestle, three empty glass vials, a silver measuring spoon, and a folded recipe card. The recipe describes how to make blood-ink: "Three parts squid ink, one part royal blood (or blood freely given by one of faith), salt of the deep sea, mixed under no sun." Worth 20 GP to an alchemist. The recipe suggests a rare emergency override - a Cleric's blood may substitute for royal blood when offered knowingly in devotion.

Workbench 7: A bronze-tipped quill with a bone handle, carved with tiny waves. This is a Scribe's Quill - a minor magical item. When used to write with blood-ink, the user gains +1 to Intelligence Chance Rolls related to deciphering text, inscriptions, or magical writing for 1 hour after use. One use per day. Per Magic Stacking rules.

### STORY DROP

**Intelligence Chance Roll TN 14:** The recipe for blood-ink specifies "royal blood" as a component. But a notation in different handwriting - newer, hastier - has been scratched into the workbench beside the recipe card: "Faith-blood works. Tested. Potency equal. V. knows." The "V" is presumably Vaelith. This means the Scribes discovered that a Cleric's blood could substitute for royal blood in the ink-mixing process. Treat this as a sacred emergency exception, not a routine substitute. It has



implications for the altar ritual on Level 2 - if the party's vial is lost or broken, a Cleric's blood might serve as a costly last resort.

**Wisdom Chance Roll TN 13:** The workbenches are worn smooth from decades of daily use. But the wear patterns show something odd. The benches near the door (the ones the Scribes would have used first when entering the room) are worn the deepest. The benches at the back of the room are almost pristine. The Scribes worked in shifts, always starting at the same stations. Creatures of habit. Order. Discipline. Whatever went wrong here, it was not caused by chaos in the ranks. It was directed. Planned.

## NAVIGATION

Southeast leads back to A5.

East connects to B8 and the central B-cluster corridors.

North passage leads to A7.

---

## A7 - Vaelith's Private Study

### DN NOTE

Small rectangular room, 15x20 ft, ceiling 10 ft. This was the Grandscribe's personal workspace - austere, private, and locked. The door is heavy oak reinforced with iron bands, swollen with moisture but still solid.

Lock: Thief may attempt Pick Locks (standard class ability percentage). Forcing: **Strength Chance Roll TN 16** (the door is swollen shut and reinforced). Two characters working together: TN 12. The iron key found in A5 does NOT fit this lock (it fits B7). The lock here requires picking or force.

Inside: A stone desk against the north wall, a wooden chair (collapsed), a shelf carved into the west wall holding scrolls and bound journals (most water-damaged but some legible), and a stone sleeping shelf (the Scribes slept on stone). The room is dry - the walls here were sealed with wax, protecting the contents from the worst of the flooding. Vaelith planned ahead.

This room is the story's turning point. What players find here reframes everything they have seen.



## TO PLAYERS

The door is locked. Heavy oak, banded with iron, swollen in its frame. Whatever is behind it was meant to stay private.

[After opening]

A small room. Austere. A stone desk, a collapsed chair, a sleeping shelf carved into the wall. No decoration, no comfort. This was a room for working, not living. But unlike everything else you have seen, this room is dry. The walls have a faint waxy sheen - they were sealed. Someone protected this space from the water that destroyed everything else.

The desk holds scrolls and journals. Some are damaged, pages stuck together, ink run. But some are legible. And the handwriting is meticulous. Whoever worked here wrote with the precision of someone who believed every word mattered.

## TREASURE / MAGIC ITEMS

**Vaelith's Quill:** A masterwork bone-handled writing instrument inlaid with silver wire in a wave pattern. +1 to Intelligence Chance Rolls for 4 hours after use (per Magic Stacking). Permanent item, no charges. Worth 50 GP. This is the finest crafted tool in the mausoleum. DN Note: If the party already holds the Scribe's Quill from A6, these bonuses do not stack. Only the most recently used quill applies.

A locked iron strongbox under the desk (Thief Pick Locks or **Strength Chance Roll TN 14** to break): Contains 35 GP, 8 PP, and a sealed scroll tube. The scroll tube contains a complete copy of the covenant text - the actual ritual words used to invoke the Sovereign. This is the "answer key" to the puzzle door in B13. If the party has this scroll, they can complete the inscription puzzle without guessing.



## STORY DROP

This is the big reveal. Read the following to any player who spends time examining the journals (**Intelligence Chance Roll TN 12** to piece together the key passages from the water-damaged text):

The journals belong to Vaelith, Grandscribe of the Drowned Quill. Most entries are mundane - supply orders, maintenance logs, ritual schedules. But the final journal, the one closest to the desk's edge, is different. The handwriting starts controlled and becomes increasingly agitated over the span of twenty pages.

Key fragments (read directly or paraphrase to players):

"The binding text is not a prayer. It is a leash. Oceanus does not command the Sovereign - he restrains it. The altar inscriptions are chains written in language. I have studied them for nineteen years. I understand them now."

"If the binding text were rewritten - carefully, precisely, replacing the god's name with another authority - the leash would transfer. The Sovereign would answer to whoever holds the new inscription. Not Oceanus. Not Bal. Us."

"We are clerks. We have always been clerks. Mixing ink, maintaining walls, bowing to a city that sends gold and expects miracles. No more. The order deserves to hold the leash. We built this place. We maintained the covenant for two centuries. Without us, there is no pact. Without us, the Sovereign circles endlessly. They need us. It is time they understood how much."

The final entry is short. The handwriting is steady again - calm, resolved:

"Tonight we begin the reinscription. The temple walls will bear our names instead of his. By morning, the Sovereign answers to the Drowned Quill."

There are no entries after this.

## NAVIGATION

South leads to A6.

North passage leads to A8.



## A8 - The Grandscribe's Tomb

### DN NOTE

Large circular chamber, 40 ft diameter, ceiling 20 ft - the tallest room in the A-cluster. This is the most ornate space in the mausoleum. The walls are carved with continuous murals depicting the history of the Scribes of the Drowned Quill, from the order's founding to its final days. The craftsmanship is exceptional. These were not rushed - they were the order's pride.

A single sarcophagus occupies the room's center, elevated on a stone platform two feet high. It is larger and more elaborate than any in A5 - carved with the full text of the covenant on its lid and sides, inlaid with silver wire that has tarnished to black. The name on the sarcophagus reads: VAELITH, GRANDSCRIBE, KEEPER OF THE DROWNED QUILL.

The sarcophagus is empty. The lid is ajar - not forced, not broken. Pushed aside from within. Vaelith's body is not here. It was never placed here by others. He placed himself here and then left.

TRAP: If any player attempts to take the silver wire inlay from the sarcophagus (prying, cutting, etc.), the covenant text on the lid flares with pale blue light and releases a burst of necrotic energy. All creatures within 10 ft: **CON Tough Save** or 2d6 necrotic damage (DR does not reduce). Save = half damage. The trap triggers once and does not reset. The silver wire crumbles to black powder after the trap fires. Nothing to take.

### TO PLAYERS

The largest room yet. The ceiling climbs to twice the height of the corridors, and the walls are covered not in obsessive repeated text but in murals. Actual scenes, carved into stone and painted in pigments that have faded but not disappeared. You can see figures in robes, working at desks, mixing liquids, writing on walls. You can see ships arriving at a shore. You can see a creature in the water - vast, crowned, surrounded by smaller shapes that might be ships or might be debris.

In the center of the room, on a raised stone platform, a sarcophagus. It is the most carefully crafted object you have seen in this place. Silver wire - tarnished nearly black - traces the carved text that covers every surface. The name on the lid is clear even



through the tarnish: VAELITH, GRANDSCRIBE, KEEPER OF THE DROWNED QUILL.

The lid is ajar. Pushed aside. Not broken, not forced. From inside.

The sarcophagus is empty.

### STORY DROP

The murals tell the order's history in sequence, clockwise from the entrance:

Panel 1: The founding. A group of scholars arrives on an island by boat. They build. They write.

Panel 2: The covenant. A towering figure made of water (Oceanus) stands before the scholars. One of them holds a vial. An exchange.

Panel 3: The Sovereign. A shape beneath the ocean, vast beyond comprehension. Ships above it are the size of insects. The scholars watch from shore.

Panel 4: Generations of service. The order grows. The mausoleum expands. Ships come and go from Bal. The Scribes write. Always writing.

Panel 5: A single figure at a desk, working by candlelight. The figure's shadow on the wall behind him is wrong - it is larger than it should be, and it does not match his posture. The shadow has its arms raised, as if reaching for something above. This is Vaelith. The shadow represents his ambition.

Panel 6: The final panel. It is the most damaged - scratched, gouged, partially chiseled away. But what remains is clear enough. Water. Water filling every corridor. Figures drowning. And in the center of the chaos, a single figure standing upright in the flood, arms at his sides, eyes open. Not drowning. Changing. The water is not killing him. It is remaking him.

**Wisdom Chance Roll TN 14:** The scratches on Panel 6 were not made by time or water. They were made by fingers. By many fingers, over many years. The undead Scribes have been trying to destroy this panel. They do not want this image to exist. It shows what Vaelith became - and they are afraid of it. The mural was not painted by human hands. Oceanus placed it here - a permanent record of what divine punishment looks like when a god wants the lesson to outlast the memory of the condemned.



### DN NOTE

This is the "oh no" moment. The players now know: (1) the Scribes betrayed the covenant, (2) Oceanus punished them with drowning and undeath, (3) Vaelith survived the punishment and was transformed into something else, and (4) Vaelith is still somewhere below - in the Altar Temple on Level 2. He is the final obstacle. He is what the god made from a man who tried to rewrite divine law.

Players who have read the journals in A7 and the murals in A8 now understand the full story. This knowledge will help them in Level 2 - understanding Vaelith's motivations and the nature of the covenant gives them options beyond combat when they face him.

### NAVIGATION

South leads to A7.

East passage connects toward B9 and B13 (central mausoleum, toward Level 2 stairs).

---

*End of A-Cluster. B-Cluster and C-Cluster to follow.*



## B-Cluster: The Working Corridors

### DN NOTE

The B-cluster is the functional spine of the mausoleum - connecting halls, workshops, storage, and the scriptorium where the Scribes did their daily work. This cluster sits between the A-cluster (crypts) to the west and the C-cluster (shore caves) to the east. It contains the densest concentration of traps, puzzles, and environmental hazards on Level 1.

The architecture here is entirely worked stone - no natural cave. Corridors are 10 ft wide unless noted otherwise. Ceilings are 12 ft. The construction quality is high but showing its age - cracked masonry, water stains creeping along walls, and the ever-present salt residue marking how high the divine flood reached. The blood-ink writing appears on walls throughout but is less obsessive than in the A-cluster. In the working corridors, the writing looks more like record-keeping than compulsion - inventory marks, dates, supply tallies. The deeper into B-cluster you go, the more the writing shifts from practical to frantic.

B13 contains the inscription puzzle door - the primary barrier between the mausoleum and the stairs to Level 2. Players who found the blood-ink vials (A2 or A6) and the covenant scroll (A7) will have what they need. Players who missed those items will need to backtrack or find another way.

## B1 - Southeast Shore Entry

### DN NOTE

Partially concealed cave entrance between rock formations on the southeast shore. 12 ft wide, 8 ft high. The opening is hidden from direct view by a natural rock shelf -

**Wisdom Chance Roll TN 12** to spot from the landing area, or automatic if players circle the shoreline southeast from A1.

The cave interior is a tidal passage, 60 ft long, angling upward from the waterline into the mausoleum's lower corridors. The first 20 ft are flooded (knee-deep at low tide, waist-deep at high). The stone floor is covered in barnacles - painful to fall on. After the



flooded section, the passage climbs via rough-hewn steps onto dry(ish) worked stone. Halfway through the passage, a dead dwarf sits propped against the east wall, half-submerged. This is a member of Party 1 (the nervous group from the council meeting). He survived the Depths Devourer, made it to shore, and bled out from injuries sustained during the sea attack. His face is peaceful. He died resting, not fighting.

No enemies. No traps. Atmospheric entry. The sound of dripping water echoes constantly.

A pair of gargoyle sentinels flanks the concealed entrance, partially buried in the rock formation that hides the cave mouth. Only the upper halves are visible - shoulders, wings, and heads protruding from the stone and barnacle growth like the cliff is slowly swallowing them. Their eyes are packed with dried salt. Their wings are fused to the surrounding rock by mineral deposits. These sentinels are older or more exposed than the pair at A1 - the sea has been reclaiming them. A player who didn't know to look for them could walk past without noticing.

**Intelligence Chance Roll TN 13:** The gargoyles match the pair at A1 in style (if players entered there first). Same carver. Same era. Same purpose. This entrance was marked intentionally, even though it was concealed. The Scribes wanted their own people to recognize it.

## TO PLAYERS

Something protrudes from the rock on either side of the gap. At first it looks natural - lumps of stone, crusted with barnacles, shaped by wind. Then you see the wings. Folded against the rock face, fused to it by decades of mineral buildup. Stone figures, half-buried, half-swallowed by the cliff. Their features are almost gone. But the posture is there. Crouching. Guarding. Whatever this entrance is, someone marked it. Someone wanted it known that this place belongs to them.

The cave mouth is easy to miss - a gap between rock formations, half-hidden by a natural shelf of stone that juts out like a broken jaw. Inside, the passage angles upward through standing water that reaches your knees and smells of low tide and rust. Barnacles crust the floor. Every step crunches.

Twenty feet in, the water gives way to stone steps, rough-cut but deliberate. Someone carved this path. The passage continues upward, the walls narrowing, then widening again into worked stone. Tool marks replace natural rock.



Against the east wall, a dwarf sits propped in the shallows. Still. His armor is dented and torn from something much larger than a blade. His eyes are closed. His hands rest in his lap. He died sitting down.

### TREASURE / MAGIC ITEMS

Dead dwarf: 9 GP, 7 SP. A hand axe (1d6 slashing, functional). A waterlogged journal - most pages ruined, but one entry survives: "Made shore. Others didn't. Something took them from below. Not a whale. Not a ship. Something with a spine the length of a galleon. I'm hurt bad. Going to rest here. Just for a minute."

Around his neck: a copper holy symbol of a dwarven forge-god. No magical properties, but a Cleric examining it feels the residual warmth of genuine faith. Worth 5 GP, or priceless to the right buyer in Bal.

### NAVIGATION

West leads deeper into B2.

South exits to the southeast shore.

---

## B2 - The Flooded Antechamber

### DN NOTE

Medium chamber, 25x20 ft, partially flooded (ankle-deep, cold, stagnant). This room served as a receiving area for supplies and personnel arriving from the shore. Stone benches line the west wall. A large iron grate in the floor (rusted open) once controlled water drainage but is now permanently stuck. The flooding is shallow and not dangerous, but it makes the room feel cold and neglected.

**STAIRS:** The northeast corner of this room contains old stone stairs leading UP to C3. The stairs are in poor condition - cracked, missing chunks, slick with mineral deposits and algae. **Dexterity Chance Roll TN 11** to climb safely. Failure: the character slips and takes 1d4 bludgeoning damage from the fall (only a few feet, but the stone edges are



sharp). DR applies.

The stairs connect the lower B-cluster to the upper C-cluster, giving players a way to cross between the two areas without going through the full corridor network.

No enemies. No traps beyond the stairs.

### TO PLAYERS

A low room, flooded to the ankle with cold water that hasn't moved in years. Stone benches along one wall, cracked and stained. An iron grate in the floor sits rusted open, whatever drainage it once managed long since failed. The room smells of standing water and old stone.

In the far corner, stairs lead upward. They are old. Cracked. Slick with something green. But they climb toward a passage above - a way up into whatever lies on the next tier of this place.

### NAVIGATION

East leads back toward B1 and the shore.

West leads to B4 via a corridor.

Northeast (stairs up) leads to C3.

South passage connects toward B3.

---

## B3 - Collapsed Storage

### DN NOTE

Small room, 15x15 ft. Part of the ceiling has collapsed, dropping rubble into what was once a dry storage room. Broken shelving, shattered pottery, rusted tools, and unidentifiable debris fill the space. The collapse is old - decades, not days. Dust has settled over everything.

A narrow passage to the west connects to the area near the secret door from A2 (if



players found and opened it from the other side, this passage is accessible).

Hidden in the rubble (**Intelligence Chance Roll TN 14**, requires 2 rounds of searching): a leather satchel, partially crushed, containing 3 intact glass vials. Two are empty. One contains a pale blue liquid - a Potion of Healing (restores 1d6+1 HP, one use, per Magic Stacking). The satchel was a Scribe's field kit, abandoned during the flood.

No enemies. No traps.

### TO PLAYERS

The ceiling caved in. Half the room is rubble - stone slabs, broken wood, shattered clay. Whatever was stored here is buried or destroyed. Dust covers everything so thickly you leave prints when you touch a surface. This happened a long time ago, and no one came back to clean up.

### TREASURE / MAGIC ITEMS

Hidden satchel (**Intelligence Chance Roll TN 14**): Leather field kit containing 2 empty glass vials and 1 Potion of Healing (1d6+1 HP, one use, pale blue liquid, cool to the touch).

### NAVIGATION

East leads toward B2.

West (narrow passage) connects near A2's secret door passage.

North leads toward B5.

---

## B4 - The Old Scriptorium

### DN NOTE

Large rectangular room, 30x25 ft, ceiling 14 ft. This was the heart of the Scribes' daily work - the scriptorium where covenant texts were copied, maintained, and studied.



Eight stone writing desks are arranged in two rows of four, each with a recessed inkwell, a groove for holding quills, and a sloped writing surface angled toward the light (a shaft in the ceiling once admitted daylight; it is now sealed with rubble and packed earth).

The desks are covered in dried blood-ink. Every surface has been written on - the desks, the floor around them, the legs, the undersides. This is not Scribe work. This is undead compulsion. The cursed Scribes have been using this room as their primary writing space since they rose. The volume of text is staggering.

ONE DROWNED SCRIBE IS HERE. She is sitting at the third desk in the left row, writing. She is completely absorbed in her work and does not acknowledge the party unless they approach within 5 ft, make loud noise, or disturb the ink on any desk. She is writing the covenant text with the exposed bone of her right index finger. The sound is a quiet, rhythmic scratching.

If left alone, she ignores the party entirely. They can move through the room, search, even take items - as long as they don't touch her work or make sudden loud noises. If disturbed, she screams (a piercing, inhuman sound that echoes through the B-cluster) and attacks. Her scream also has a 50% chance (Probability Roll, 1-3 on d6) of attracting 1d2 additional Drowned Scribes from adjacent corridors within 3 rounds.

### SUGGESTED ENCOUNTER

Drowned Scribe (x1, writing) - same stats as A5 encounter.

14 HP | AC 12 | DR 0

Attack: Bone-finger scratch, d20+2 vs AC, 1d4+1 necrotic

Special Attack: Inscription Burn - 15 ft, Save WIS Mind, fail 1d6 psychic, cooldown 3 rounds.

Special Defense: On death, collapses into blood-ink pool (5 ft area).

Immune: poison, disease

Reinforcements: If she screams, Probability Roll 1-3 on d6 = 1d2 more arrive in 3 rounds.

Behavior: She does NOT attack unless disturbed. She is not guarding the room. She is working. The smartest play is to leave her alone.

Scaling: This encounter is designed to teach players that not every undead is a combat problem. Players who are quiet and respectful pass through safely. Players who attack



face one Scribe plus possible reinforcements - manageable for any party but costly in resources this deep in the dungeon.

### TREASURE / MAGIC ITEMS

Desk 7 (far right, rear row): A drawer contains a rolled vellum scroll sealed with wax. The seal bears the Drowned Quill emblem - a quill dripping into water. Breaking the seal and reading the scroll: it is a Wizard scroll containing a single casting of Light (Level 1 wizard spell). Usable by Wizards only, per scroll rules.

Under Desk 1 (south row, first desk): 4 SP and a small iron key on a leather cord. This key fits the lock on the door to B7.

### STORY DROP

**Intelligence Chance Roll TN 13:** The writing on the desks is not random repetition. Each desk contains a different section of the covenant text - as if the Scribe assigned to that station was responsible for copying one specific passage. The work was divided. Systematic. Even in undeath, they maintained their assigned sections.

**Wisdom Chance Roll TN 15:** The Scribe who is writing does not appear distressed. Her posture is focused, not frantic. She writes with the same careful deliberation you have seen in the oldest, cleanest inscriptions elsewhere. She is not being punished. She believes she is working. She does not know she is dead.

### NAVIGATION

East leads toward B2 and B5.

West connects toward A3 and A5 (via passage).

North corridor leads toward B6, B7, B8.



## B5 - The Quartermaster's Room

### DN NOTE

Medium room, 20x20 ft. This was the mausoleum's supply management office. Stone shelving holds the rotted remains of ledger books, inventory lists, and correspondence scrolls. A heavy wooden table in the center is covered in corroded metal fixtures - scales for weighing goods, a lockbox (empty, lid pried open long ago), and a set of measuring weights.

The room connects to B4 to the west and has a passage south toward the C4 area. A secret door (marked 's' on map) is built into the south wall - a stone panel concealing a narrow passage to C4.

Secret door detection: **Wisdom Chance Roll TN 15**. Dwarves with Stonecunning gain +4. From the C4 side, the secret door is more obvious (TN 12) due to a draft of air coming through the seams.

No enemies. No traps. This is a quiet room with practical information.

### TO PLAYERS

Someone managed supplies from this room. Shelves of ruined books, a heavy table scarred with use, corroded measuring equipment. The lockbox on the table is open and empty - someone got here first, years ago. The room smells of mildew and old paper.

### STORY DROP

**Intelligence Chance Roll TN 12:** One ledger has survived enough to read fragments. It is an inventory of incoming shipments from Bal. The entries span years. Food, ink supplies, parchment, candles, salt - practical goods. The shipments stop abruptly. The final entry, in a different hand, reads: "No ship. Third month. V. says we don't need them anymore. He's wrong."

This confirms the timeline - Vaelith cut off supply shipments from Bal before his attempted reinscription. He was isolating the order from the outside world. Not everyone agreed.



## NAVIGATION

West leads to B4.

North connects toward B6 and B7.

South (secret door) leads to C4.

South leads back toward B3.

---

## B6 - The Corridor of Names

### DN NOTE

Connecting corridor, 10 ft wide, 40 ft long, running north-south between B4/B5 and B7/B8. The walls here are different from the rest of the mausoleum. Instead of covenant text, they bear names. Hundreds of names, carved into the stone in small, precise letters, arranged in columns. Each name has a date beside it.

These are the names of every person who contributed blood to the covenant ink over the centuries - royal donors from Bal's ruling families. The list is a historical record of devotion spanning generations.

No enemies. No traps. Pure story.

### TO PLAYERS

This corridor is different. The walls are not covered in frantic repeated text. They bear names. Hundreds of them, carved small and precise, in columns that run floor to ceiling. Each name has a date. The earliest dates you can read are centuries old. The most recent are decades past. The list simply stops, with blank stone waiting below the final entry.

### STORY DROP

**Intelligence Chance Roll TN 11:** These are donor names - people who gave blood for the covenant ink. The dates correspond to regular intervals, roughly every three months, consistent across generations. This was not a one-time sacrifice. It was a sustained



commitment. Bal's royal families gave blood regularly for centuries to maintain the pact.

**Wisdom Chance Roll TN 14:** The final name on the list is Gwenth Taryn. The same first name as the elderly woman who carried the vials at the council meeting. If players remember her (likely), they realize the blood in their vial may be hers - or her family's. The offering they carry is not abstract. It is personal.

## NAVIGATION

South leads to B4 and B5.

North leads to B7 and B8.

---

## B7 - The Locked Archive

### DN NOTE

Small room, 15x15 ft. Heavy iron door, locked. This was the Scribes' secure archive for sensitive documents - ritual instructions, historical records too important for the open scriptorium. The iron key found scattered among the sarcophagi in A5, or the small key from B4 (under Desk 1), fits this lock. DN Note: Two keys exist for this lock - one found in A5 and one in B4. This redundancy is intentional. Thief Pick Locks at standard percentage. Forcing: **Strength Chance Roll TN 17** (iron door, well-made).

SECRET DOOR: The east wall contains a secret door (marked 's' on map) leading to a narrow passage that connects toward B10. Detection: **Wisdom Chance Roll TN 16**. Dwarves gain +4. The mechanism is a loose stone that depresses when pushed.

The archive contains three stone shelves holding scroll tubes, bound journals, and a single locked iron chest. Most documents are water-damaged but several are preserved in waxed leather cases.

### TO PLAYERS

An iron door, solid and serious. Whatever is behind it was worth protecting.



**[After opening]**

A small room lined with stone shelves. Scroll tubes, leather-bound journals, sealed cases. An archive. The room is drier than anywhere else you have been - the iron door sealed it partially against the flooding. Some of the documents are still intact inside their cases.

**TREASURE / MAGIC ITEMS**

Locked iron chest (Thief Pick Locks or Strength TN 15): 45 GP, 12 SP, and a silver ring set with a chip of blue sea-glass. The ring is magical: Ring of Breath Holding - the wearer can hold their breath for 10 minutes instead of the normal duration. One use per day. Per Magic Stacking. Worth 40 GP. Extremely useful if players encounter flooded passages later.

Preserved scroll case 1: A complete roster of the Scribes of the Drowned Quill at the time of the order's destruction. 31 names, with ranks. Vaelith is listed as Grandscribe. Below his name, a notation in his handwriting: "We are 31. That is enough." The notation feels ominous in context.

Preserved scroll case 2: A letter from Bal's council, dated years before the order's fall, expressing concern about reduced communication from the island. The tone is polite but increasingly worried. The letter asks why supply ships have been turned away. No response from the Scribes is attached.

**STORY DROP**

The letter from Bal's council is important context. It confirms that Bal noticed something was wrong and tried to intervene. The Scribes - under Vaelith's leadership - refused contact. The city was shut out before the catastrophe. By the time anyone could have helped, it was already too late.

**NAVIGATION**

West leads to B6 corridor.

East (secret door) connects to passage near B10.



---

## B8 - Junction Hall

### DN NOTE

Connecting hall, 20x15 ft. A crossroads. Corridors branch in four directions. The ceiling here is cracked, and a persistent drip of mineral-heavy water has created a small stalagmite formation in the center of the floor over the decades - roughly knee-high and growing. The formation is not an obstacle but it marks this room as a place where time is visible.

This room connects the lower B-cluster to A6 (west), to B9 (north), to B6/B7 (south), and to passages leading east toward C5. It is a transit point. Players will pass through here multiple times if exploring thoroughly.

No enemies. No traps. A navigation reference point.

### TO PLAYERS

A junction. Corridors branch in every direction. Water drips from a crack in the ceiling, and over years - maybe decades - it has built a knee-high column of mineral deposits in the center of the floor. The stone is still wet. Still growing. This place has been waiting patiently for someone to walk through it again.

### NAVIGATION

West leads to A6 (Ink Workshop).

North leads to B9 (Central Hall).

South leads to B6, B7.

East connects toward C5.

---

## B9 - The Central Hall

### DN NOTE

Large central chamber, 35x30 ft, ceiling 16 ft. The largest room in the B-cluster. This was the Scribes' communal gathering space - meals, meetings, announcements. A long stone table dominates the center, cracked down the middle but still standing. Stone benches line the table on both sides. The walls are decorated with mosaics made of colored sea-glass set into mortar - abstract patterns of waves, spirals, and the Drowned Quill emblem repeated at intervals.

The sea-glass mosaics still catch torchlight beautifully, throwing colored reflections across the floor. This room was meant to be pleasant. It was the one space in the mausoleum designed for comfort rather than function.

**ENCOUNTER:** A surviving pirate from the sea battle is here. He is sitting at the stone table, eating from a tin of dried rations he brought from his ship. His name is Corsair Drell - a lean, wiry human with a scarred chin, missing two fingers on his left hand, and a long knife resting on the table within easy reach.

Drell's behavior depends on the party's approach. If they enter cautiously or call out, he raises his hands (one holding jerky) and grins. He claims he was separated from his crew during the sea attack and washed ashore alone. He says he has been exploring the mausoleum for hours and is lost. He offers to join the party for safety.

Drell is lying. He is a pirate scout. His crew's captain survived and is somewhere deeper in the mausoleum (or on Level 2, DN's choice). Drell's job is to follow a capable party, let them solve the traps and handle the monsters, and then backstab them when they reach the altar. He will maintain the friendly act for as long as possible.

**Wisdom Chance Roll TN 15** (contested by Drell's Charisma): Something about his story doesn't sit right. He claims to have been exploring alone for hours, but he has no torch, no lantern, and no light source. How was he navigating in complete darkness?

If confronted about the light source issue, Drell laughs it off: "Found some old torches in a room back there. Used the last one an hour ago." There are no spent torches nearby. A

**Wisdom Chance Roll TN 13** detects this second lie.

If the party attacks or refuses him: Drell fights to escape, not to kill. He flees toward the C-cluster and tries to regroup with his captain.



**SUGGESTED ENCOUNTER**

Corsair Drell - Pirate Scout

18 HP | AC 13 (leather armor, quick) | DR 1

Save Roll: Quick +2, Tough +1, Mind +0

Attack: Long knife, d20+3 vs AC, 1d6+2 slashing

Special Attack: Dirty Strike - once per encounter, throws sand/grit in target's eyes. **CON Tough Save** or blinded 1 round. No damage. Cooldown: N/A (one use).

Behavior: Fights to flee, not to kill. If reduced below 8 HP, he runs. If the party lets him join, he is helpful in combat (he genuinely fights alongside them) but will betray them at the worst possible moment later - ideally near the altar.

All party sizes - Not a combat encounter. The danger is the betrayal, not the damage.

**TREASURE / MAGIC ITEMS**

On Drell's person (if searched after defeat or capture): 18 GP, a second long knife (hidden in his boot), a coil of good rope (50 ft), and a folded piece of parchment - orders from the Pirate Captain, written in a crude hand: "Scout ahead. Let the others clear the path. Signal when the altar is close. We take the glory. You get double shares."

On the stone table: 3 SP left by previous occupants (long-dead Scribes), a chipped ceramic bowl, and a sea-glass mosaic tile that has fallen from the wall - blue-green, beautiful, worth 2 GP to a collector.

**NAVIGATION**

South leads to B8.

East corridor leads to B10.

North leads to B12, B13, and the path toward the Level 2 stairs.

North (secret door) also connects directly to B13, bypassing B12. Detection: **Wisdom Chance Roll TN 15** from the B9 side.

Near the base of the far wall, a Scribe's travel kit has been abandoned - a cracked leather satchel containing one intact vial of blood-ink and a bone stylus. Someone made it this far and stopped.

West passage leads toward A8.

West also connects toward B11.

## B10 - The Reliquary

### DN NOTE

Small room, 15x15 ft. A display room for the order's sacred objects. Stone niches in the walls once held religious items, ceremonial tools, and objects of devotion. Most niches are empty - looted, washed out, or taken by the Scribes themselves before the end.

Three niches still contain objects, protected by wax seals that kept the water out.

No enemies. No traps. This is a reward room for players who explore thoroughly.

### TO PLAYERS

A small room of empty niches. Whatever was displayed here is mostly gone - empty alcoves in the walls, some with the ghost-outline of objects that sat in the same place for decades. But three niches still hold something, sealed behind cracked wax that kept the sea out.

### TREASURE / MAGIC ITEMS

Niche 1: A driftwood holy symbol of Oceanus - a wave curling around a trident, carved with surprising skill. If carried by a Cleric, the symbol grants +1 to the first divine spell cast each day, per Magic Stacking. The wood is warm to the touch, as if recently held. Worth 35 GP.

Niche 2: A sealed clay bottle containing Scribe's Salve - a thick paste that, when applied to a wound, restores 1d4+2 HP. Two applications in the bottle. The salve smells of salt and iron.

Niche 3: Tarnished brass compass. Needle points toward nearest active magic source (no limit, so even if its pointing, it could be a mile away beyond what you think might be housing magic), instead of north. Spins lazily when no magic nearby or can't be detected. Permanent. Worth 50 GP. Might be useful or misleading for detecting magic.



## NAVIGATION

West leads to B9.

South (via secret passage from B7, if found) leads to B7.

North connects toward C6 area.

---

## B11 - The Corrosive Passage

### DN NOTE

Corridor, 10 ft wide, 30 ft long, connecting B9/B12 to the C-cluster's upper area near C8. The corridor has a persistent puddle of murky, slightly viscous liquid along its length - not water. This is residual slime from a Corrosive Ooze that uses this passage as its hunting route.

The ooze is HERE. It occupies the far (east) end of the corridor, partially merged with the wall - a translucent mass of grey-green liquid roughly 4 ft across and 3 ft high. Players with a light source can spot it from the corridor entrance (**Wisdom Chance Roll TN 12**). Without a light source, the ooze is nearly invisible.

Inside the ooze, visible through its translucent body: the body of Jermone, the friendly halfling from the council meeting. His face is frozen in terror. His leather armor is partially dissolved. He has been dead for hours.

### SUGGESTED ENCOUNTER

Corrosive Ooze (x1) - from Monster Trove.

29 HP | AC 12 | DR 0

Save Roll: Quick -2, Tough +2, Mind -3

Attack: Pseudopod, d20+2 vs AC, 1d8+1 acid

Special Attack: Acid Splash - 30 ft, Save DEX Quick, fail 1d6+2 acid, then 1d4 next round if not neutralized. Cooldown 3 rounds.

Special Defense: Corrosive Form - melee weapons that strike the ooze take -1 to future damage rolls (acid corrosion). This is cumulative. Wooden weapons may break on third

hit (DM discretion). Metal weapons can be cleaned and restored with oil and 10 minutes of work.

Immune: psychic, poison

Vulnerability: chalk, mud, water, and milk neutralize its acid.

Behavior: The creature seems drawn to metal, perhaps by some primitive chemical hunger. It slides toward the nearest warm body. It is not intelligent. It does not ambush - it simply exists and digests.

2 players - Hard. Kite it - the slow movement is the exploit.

3-4 players - Hard. Weapon corrosion is the real threat, not the HP. Ranged attackers are unaffected.

5 players - Challenging. Ranged sidesteps the corrosion entirely.

Level 3 party - Easy. Add 20 HP and a second Acid Splash per round.

### **TREASURE / MAGIC ITEMS**

Inside the ooze (recoverable after the ooze is destroyed; items are acid-damaged but some survive): Jermone's partially dissolved backpack contains 11 GP, a dagger (acid-pitted, -1 to damage), and a waterproof journal tube. Inside: Jermone's journal. The final entry reads:

"Split from the others after the sea monster hit. Carra and Dunn went west. I came east. This corridor felt safe. I saw something on the wall - it looked like it was moving. I went closer. It wasn't the wall."

Earlier entries describe the council meeting, the sea voyage, and Jermone's excitement about the adventure. He mentions being pulled away from talking to the player characters: "Met another group at the Halls. Seemed decent. Wish we could have talked. My lot doesn't trust anyone."

### **STORY DROP**

Jermone's death is meant to land. He was the one friendly NPC from the rival parties. He tried to talk to the players and was pulled away. Now he's dead, dissolved in an ooze, alone. If you've played the council scene well, the players will remember him. Let it sit.



## NAVIGATION

West leads to B12.

East leads to B9

Southeast connects to C8 area.

---

## B12 - The Upper Corridor

### DN NOTE

Connecting corridor, 10 ft wide, 35 ft long. This is the final corridor before B13 and the path to Level 2. The walls here are the most heavily inscribed in the entire mausoleum - the blood-ink writing is so dense it forms an almost solid dark surface, layers upon layers of text compacted into visual noise.

TRAP: A single pressure plate (5 ft square) sits at the midpoint of the corridor. It is subtler than the glyph tiles in A4 - the plate is the same stone as the floor, distinguished only by hairline seams.

Detection: **Wisdom Chance Roll TN 15**. Thief abilities apply. Dwarves with Stonecunning gain +4.

Trigger: 80+ pounds of weight.

Effect: The walls on both sides crack open and seawater pours into the corridor from concealed reservoirs. The corridor floods to waist-height in 2 rounds. The water is ice-cold (**CON Tough Save** or Shaken for 10 minutes) and carries a powerful current toward the south (**Strength Chance Roll TN 13** each round to maintain footing; failure = swept 10 ft south and knocked prone). The flooding persists for 5 rounds, then drains through floor grates.

The trap is not lethal but it is punishing - cold, wet, shaken, and potentially separated if the current pushes party members in different directions. It also ruins non-waterproofed paper items (scrolls, maps, journals) unless players thought to store them in sealed containers.

Countermeasures: Thief Remove Traps on the pressure plate. A 10 ft pole probing the floor detects the plate (Wisdom TN 10). Jumping over it (Strength TN 11). The plate can also be jammed with an iron spike (no roll needed if specifically described).

Reset: Yes. The reservoirs slowly refill from a natural underground spring over 24 hours.

**TO PLAYERS**

The corridor ahead is almost black - not from darkness but from ink. The walls are covered so densely with writing that the stone beneath is invisible. Layer upon layer of text, compacted and dried until the walls look like they're made of words. The corridor stretches thirty-five feet to a door at the far end. The floor is smooth stone. The air smells like salt.

**NAVIGATION**

South leads to B9.

East connects toward B11 and C8.

North leads to B13 (inscription puzzle door to Level 2 stairs).

---

**B13 - The Inscription Door****DN NOTE**

Small antechamber, 15x15 ft, containing the primary route to Level 2. The north wall is dominated by a massive stone door - 10 ft wide, 12 ft tall, made of a single slab of dark basalt. The door has no handle, no lock, no hinges visible from this side. It is sealed by magic tied to the covenant inscription.

**SECRET DOOR:** The west wall contains a secret passage connecting back toward the A8 area. Detection: Wisdom TN 14. This provides an alternate route for players who explored the A-cluster first and are coming from that direction. DN map note: the Level 1 map should show a second 's' marker on B13's west wall in addition to the south-wall bypass to B9.

**THE PUZZLE:** The door's surface bears a carved inscription - the covenant text, identical to what players have seen on walls throughout the mausoleum. But there are gaps. Seven words are missing from the text, represented by blank recesses in the stone, each roughly the size of a palm. The missing words must be written into the recesses using blood-ink. Standard ink, charcoal, paint, or any non-blood-ink substance has no effect.



**The seven missing words are: BLOOD, OFFERING, SOVEREIGN, DEPTH, LEASH, COVENANT, OCEANUS**

Players who have the covenant scroll from Vaelith's study (A7) have the complete text and can simply read off the missing words. Players who have been paying attention to wall inscriptions throughout the dungeon may recognize enough fragments to guess correctly (**Intelligence Chance Roll TN 13** per word, with +2 if the player can cite a specific room where they saw the word).

Each word must be written in blood-ink (found in A2, A6, or craftable by a Cleric using the recipe from A6). Writing a wrong word causes the door to pulse with cold blue light and the writer takes 1d4 necrotic damage (no save, no DR). The wrong word fades. They may try again.

Once all seven words are correctly inscribed, the door glows with warm amber light and slides open. Behind it: stone stairs ascending toward the Altar Temple (Level 2). The stairs are in good condition - the path beyond the door was protected by the seal.

ALTERNATIVE: If the party has no blood-ink, a Cleric may use their own blood as an emergency substitute. The stone recognizes true divine office, not merely any wound. Each word costs 1 HP to write. Ordinary blood is rejected by the seal.

### TO PLAYERS

The door fills the north wall. Dark stone, nearly black, polished smooth. No handle. No keyhole. No hinges. Just stone. Carved into its face, text you recognize - the same covenant words you have seen written on every wall in this place. But here, the text has gaps. Seven blank spaces where words should be, each one a smooth recess the size of your palm, waiting to be filled.

Below the inscription, carved in smaller letters: "Write the words. Use the ink. Honor the covenant or remain."

### DM NOTE

This puzzle rewards players who explored and paid attention. If they rushed through,

they may need to backtrack. That's intentional. The mausoleum is not a gauntlet - it's a place that rewards curiosity and punishes impatience. Let them figure it out.

If the party is completely stuck (no ink, no scroll, no memory of the words), the brass compass from B10 will point toward the door and spin rapidly - indicating strong magic. This confirms they are in the right place but does not solve the puzzle. The DN should give hints through the compass or through fragments of readable wall text in B12 if the party is genuinely stuck and frustrated.

## NAVIGATION

South leads to B12.

South (secret door) also connects directly to B9, bypassing B12. Detection: **Wisdom**  
**Chance Roll TN 15** from the B13 side.

West (secret door) connects toward A8 passage.

North (through puzzle door) leads to stairs ascending to Level 2 - The Altar Temple.



## C-Cluster: Shore Caves and Transition

### DN NOTE

The C-cluster occupies the eastern portion of Level 1, connecting the east shore entries to the upper mausoleum and eventually to the C11 area where stairs lead up to Level 2. The architecture transitions from natural sea cave (C1-C3) to partially worked stone (C4-C6) to fully finished mausoleum construction (C7-C11). This progression tells a visual story - you're moving from the wild shore into the heart of something built.

Encounters in the early C-cluster rooms are natural creatures - things that wandered in from the sea and nested. As players move deeper and the stone becomes worked, the encounters shift to undead and constructed hazards. The C-cluster also provides alternate routes via secret doors (C4, C5, C6) that connect to the B-cluster, allowing players to bypass or revisit areas.

C11 contains the second route to Level 2 (stairs leading up to the Altar Temple, emerging near the D1 area on the Level 2 map). This exit does NOT require the inscription puzzle door from B13 - it is an unguarded passage that the Scribes used as a service entrance. However, reaching C11 requires navigating through C7-C10, which contains the mausoleum's most dangerous non-boss encounter.

## C1 - East Shore Entry

### DN NOTE

Tidal cave, 20 ft wide, 12 ft high, opening directly onto the eastern waterline. The cave mouth is visible from any eastern approach to the island. At low tide, a rocky shelf provides dry footing for 15 ft before the cave floor begins to climb. At high tide, the first 10 ft are flooded knee-deep.

The cave extends 40 ft inland, narrowing as it goes, before opening into C2. The walls are natural stone with heavy barnacle crusting and tide marks. The smell is powerful - brine, rotting seaweed, and fish.

ENCOUNTER: Tide Crabs (x4) - large crabs, each roughly 2 ft across, nesting in the barnacle clusters. They are not aggressive unless stepped on or cornered, but the cave

is narrow enough that avoiding them requires attention. If the party moves through carelessly, they step on one.

### SUGGESTED ENCOUNTER

Tide Crabs (x4) - natural creatures, not monsters. Scavengers.

4 HP each | AC 14 (hard shell) | DR 2 (chitin)

Save Roll: Quick +1, Tough +1, Mind -3

Attack: Pincer, d20+1 vs AC, 1d4 piercing. If hit, target must make **Strength Chance Roll TN 10** or the crab clamps on and deals 1 automatic damage per round until pried off (1 round action).

Behavior: They scatter when light appears. They fight only if cornered or stepped on. A torch waved near them sends them retreating into crevices. They are food, not threats - a party that kills them has crab meat for rations (enough for 2 meals).

All party sizes - Not a real encounter. Any party handles this easily.

The gargoyle sentinels at this entrance are carved directly into the cave walls rather than mounted on pedestals - relief carvings flanking the tidal passage, emerging from the rock in high relief. Their lower halves are submerged at high tide. The upper portions are weathered but recognizable: crouching figures with wings and wide, open mouths. Green algae streaks their faces. At low tide, their full forms are visible and the effect is more dramatic - they appear to be climbing out of the water.

**Wisdom Chance Roll TN 11:** The gargoyles here are positioned differently from the ones at A1 and B1. Those face outward, toward the sea. These face inward, toward the cave interior. They are not warning people away. They are watching whoever enters. The distinction is subtle but deliberate.

### TO PLAYERS

The cave walls narrow and you notice them. Shapes in the stone, emerging from the rock like bodies half-formed. Crouching figures with folded wings and mouths stretched wide. Not freestanding - carved directly into the cave walls, climbing out of the rock as if trying to pull themselves free. Algae streaks their faces green. Their eyes are hollow. Unlike the others you may have seen, these do not face the sea. They face inward. They



are watching you walk in.

The cave opens directly from the sea. Waves lap at the entrance, leaving foam on black rock. Inside, the air is thick with the smell of brine and rotting seaweed. Barnacles cover every surface, and the sound of the ocean echoes off the walls in a way that makes the cave feel like it's breathing.

Something clicks on the stone ahead. Movement. Low, sideways, multiple shapes scuttling between the rocks. Crabs. Big ones, shell the size of a dinner plate, pincers raised. They are watching you the way animals watch things that might be food or might be a threat.

### NAVIGATION

West (deeper) leads to C2.

East exits to the shore.

---

## C2 - The Tidal Pool Chamber

### DN NOTE

Natural chamber, 25x20 ft, with a large tidal pool occupying the eastern half. The pool is 3 ft deep, clear, and fed by a fissure in the rock that connects to the open ocean. Small fish, anemones, and sea urchins are visible in the pool. The western half of the room is dry rock shelf, rising above the pool level.

The pool is beautiful and seems safe. It is safe. This room exists to give players a quiet, atmospheric moment between the shore and the dungeon proper. Not every room is a threat.

A body floats face-down in the pool - an elf woman in battered chain shirt, one of Party 1. She drowned in three feet of water, too injured to hold her head up. Her wounds are from the Depths Devourer attack, not from combat in the dungeon.

No enemies. No traps.

### TO PLAYERS

The cave opens into a chamber split between dry rock and water. A tidal pool fills the eastern half - clear enough to see the bottom. Small fish dart between anemones. Sea urchins cling to the walls below the waterline. If the circumstances were different, it would be peaceful.

A body floats face-down in the pool. An elf. Chain armor. She didn't make it far.

### TREASURE / MAGIC ITEMS

Dead elf: 7 GP, a short bow (functional, string needs drying), 12 arrows (functional), and a leather armband with the name "Caelynn" tooled into it. No journal. Her injuries tell the story.

### NAVIGATION

East leads back to C1.

West leads to C3 (via a climbing passage).

North passage leads toward C5 area.

---

## C3 - Upper Landing

### DN NOTE

Transitional area, 15x15 ft. This room sits at the top of the decaying stairs from B2 and also connects to the passage from C2. It is where natural cave becomes worked stone. The floor changes from rough rock to fitted tiles. The walls show the first chisel marks - someone started carving here and continued deeper inside.

The decaying stairs descending to B2 are visible in the floor - a gap where stone steps drop steeply down. From this side, the stairs are more obviously dangerous (missing chunks, algae, gaps). **Dexterity Chance Roll TN 11** going down.

No enemies. No traps. Transition room.



## TO PLAYERS

The stone changes beneath your feet. Rough cave floor gives way to fitted tiles. Tool marks appear on the walls - deliberate cuts, the beginning of construction that continues deeper inside. You are crossing a threshold. Someone started building here, at the edge of the cave, and kept going inward.

A set of stairs drops away through a gap in the floor - steep, crumbling, slick with mineral growth. They descend into darkness below. A different route through this place.

## NAVIGATION

South leads toward C2 and C1 (shore).

Down (stairs) leads to B2.

North/west leads to C4.

West (via C4) connects toward C5.

---

## C4 - The Guardian's Post

### DN NOTE

Small room, 15x10 ft. A guard station. A stone bench, a wall-mounted torch bracket (empty), and a narrow arrow slit in the east wall that looks out over the C-cluster passages below. A Scribe posted here could observe anyone approaching from the shore entries.

**SECRET DOOR:** The north wall (marked 's' on map) conceals a passage connecting to B5 (the Quartermaster's Room). Detection from this side: **Wisdom Chance Roll TN 12** - a draft of air through the seams is noticeable. The mechanism is a pull-ring hidden behind a loose stone.

On the bench: a Scribe's duty roster, carved into a thin stone tablet. Names, dates, shift rotations. The mundane record-keeping of people who once guarded this post.

No enemies. No traps.

**TO PLAYERS**

A guard post. Small, sparse, with a stone bench and an empty torch bracket. A narrow slit in the east wall looks out over the passages below - a vantage point for watching who came and went. Whoever sat here spent long hours staring at empty corridors.

A stone tablet on the bench bears carved text - names, dates, rotations. A duty roster. The ordinary paperwork of people who once lived here.

**NAVIGATION**

South leads to C3.

North (secret door) leads to B5.

West passage leads toward C5.

---

**C5 - The Drowned Chapel****DN NOTE**

Large circular chamber, 35 ft diameter, ceiling 18 ft. This was the Scribes' chapel - their place of worship and meditation dedicated to Oceanus. The room is dominated by a central pool, 10 ft in diameter and 4 ft deep, built into the floor. The pool was once a sacred font fed by a pipe from an underground spring. The pipe still functions - the pool is full of clear, cold, fresh water. This is the only source of drinkable fresh water on Level 1.

The walls are carved with images of Oceanus - a towering figure made of water, depicted in various poses of power and authority. The carvings are beautiful and undamaged. The divine flood that destroyed the rest of the mausoleum did not touch this room. Oceanus protected his own chapel. The irony should not be lost on players.

**SECRET DOOR:** The west wall (marked 's' on map) conceals a passage connecting to the B-cluster near B8. Detection: Wisdom TN 15. The mechanism is a carved wave on the wall that rotates when turned.

A unique feature sits on a stone pedestal beside the pool: a small carved idol of Oceanus, roughly 8 inches tall, made of blue-green sea-glass. It is not magical in the combat sense, but it radiates a palpable sense of calm. Any character who holds it feels



their breathing slow and their heart rate drop. A Cleric holding it may sense divine presence - distant, watchful, neither hostile nor friendly. The god is aware of this room. He is aware of whoever is in it.

**IMPORTANT:** If players drink from the pool, the water is clean and refreshing. It counts as hydration. A Cleric who drinks from the pool while holding the idol recovers 1d4 HP (once per day, per character). This is Oceanus acknowledging the faithful, not a magic item.

No enemies. No traps. This room is sacred. It is safe. Let it be a haven.

### TO PLAYERS

The room is round, tall, and beautiful. The destruction you've seen everywhere else hasn't touched this place. The walls are carved with images of a figure made of water - towering, commanding, alive in the stone. The craftsmanship is the finest you've seen. These carvings were made with reverence.

In the center, a pool. Not stagnant, not flooded - fed. Clear water bubbles gently from a pipe in the floor, filling the basin to its brim. Clean. Cold. Real water, in a place that has been soaked in brine and death.

Beside the pool, on a stone pedestal, a small figure carved from sea-glass. It is translucent blue-green, catching your torchlight and throwing it across the walls in ripples. It depicts the same figure as the wall carvings. A god. Or someone's idea of one.

### TREASURE / MAGIC ITEMS

**Sea-Glass Idol of Oceanus:** Radiates calm when held. A Cleric holding it while drinking from the pool recovers 1d4 HP (once per day per character). The idol weighs almost nothing and fits in a pouch. Worth 50 GP to a collector, but its real value is spiritual. When brought into the Altar Temple and used against Vaelith, it deals 1d6 radiant on melee touch (see Vaelith bestiary entry).

### STORY DROP

**Wisdom Chance Roll TN 12:** This room was spared. The flood that killed everything in

this mausoleum left this chapel untouched. The water in the pool is fresh, not salt. The carvings are intact while everything else is layered in blood-ink. The god destroyed his servants but preserved his chapel. Draw your own conclusions about what that says about gods.

## NAVIGATION

East leads to C4 and C3.

West (secret door) connects to B8 area.

North leads to C6.

South passage leads toward C2.

---

## C6 - The Warding Chamber

### DN NOTE

Small room, 15x15 ft. This room was a magical security checkpoint - the Scribes passed through it daily to reach the upper mausoleum. Wards were inscribed on the floor in a circle, designed to detect unauthorized intruders (anyone not a Scribe). The wards are still partially active.

**SECRET DOOR:** The west wall (marked 's' on map) connects to a passage near B10 (the Reliquary). Detection: Wisdom TN 14. The mechanism is a stone brick that slides inward.

**TRAP (ward):** The circular inscription on the floor glows faintly blue when a living creature steps into the center of the room. The ward was designed to verify identity. Since no one alive is a Scribe, the ward treats everyone as an intruder.

Effect: **WIS Mind Save.**

### Failure:

The ward projects a booming voice in the old Scribe dialect: "UNRECOGNIZED. STATE PURPOSE."

The target is rooted (cannot move) for 1 round while the ward scans. No damage, but the



voice is LOUD - audible throughout the C-cluster and adjacent B-cluster rooms. Any wandering undead within earshot may investigate.

**Success:**

The ward flashes but fizzles.

The magic is too old and degraded to fully activate. No effect.

Detection: **Intelligence Chance Roll TN 13** to notice the floor inscription before stepping on it. The inscription can be stepped around by hugging the walls (no roll needed if specifically described).

Reset: Yes. Triggers once per creature per hour.

**TO PLAYERS**

The floor bears a circle. Not painted - carved, inlaid with a dark metal you don't recognize, forming a pattern of interlocking symbols. The carving is precise and deliberate. This was important to someone.

**NAVIGATION**

South leads to C5.

West (secret door) connects toward B10.

North leads to C7.

North leads to C8.

---

**C7 - The Scriptorium of the Dead**

**DN NOTE**

Medium chamber, 25x25 ft, ceiling 14 ft. A secondary scriptorium - smaller and more private than B4. This room was used by senior Scribes for sensitive work. Four writing desks, each enclosed by low stone partitions for privacy.

**ENCOUNTER:** Four Drowned Scribes occupy this room, each seated at a desk, writing. They are the most dangerous group encounter on Level 1. Unlike the single Scribe in B4, these four are alert. They are senior Scribes - Vaelith's inner circle - and they were writing when they died. They have been writing since.

The party may observe from the doorway without triggering an attack. The Scribes write in silence, methodically. But entering the room - crossing the threshold - is treated as an interruption. All four rise and attack.

**THIS ENCOUNTER CAN BE AVOIDED.** The passage to C8 and beyond can be reached via B11 (through the Corrosive Ooze passage) instead. Players who scout C7 from the doorway and decide to go around are making the smart play. If they fight, it should feel earned and costly.

### SUGGESTED ENCOUNTER

Drowned Scribes, Senior (x4)

18 HP each | AC 13 (warded robes, faded enchantments) | DR 0

Save Roll: Quick +0, Tough +1, Mind +2

Attack: Bone-finger scratch, d20+3 vs AC, 1d6+1 necrotic

Special Attack: Inscription Burn - 15 ft, Save WIS Mind, fail 1d8 psychic (stronger than standard Scribes). Cooldown 2 rounds.

Special Defense: Senior Binding - when one Senior Scribe is destroyed, all remaining Scribes gain +1 to attack rolls. Destroying two gives +2. The last Scribe standing fights at +3 and deals an additional 1d4 necrotic on each hit. They grow more dangerous as their numbers thin.

Immune: poison, disease

Behavior: They do not pursue beyond C7 and the immediately adjacent corridor. They fight in formation - two advance, two hang back and use Inscription Burn. They protect the desks. Their priority is the work, not the kill.

2 players - DEADLY. Run 2 Senior Scribes instead of 4.

3-4 players - Deadly. Focus fire to prevent the escalating attack bonus from stacking.

5 players - Hard. The biggest fight on Level 1. It should feel like it.



**TREASURE / MAGIC ITEMS**

Desk 1 (if Scribes are defeated): A completed section of covenant text on pristine vellum - the only clean, undamaged copy in the mausoleum. Worth 75 GP to a scholar in Bal. Also functions as a complete reference for the B13 puzzle door if the party hasn't solved it yet.

Desk 3: A bone stylus carved from a human finger bone, inlaid with silver. Senior Scribe's Bone Stylus - +1 to hit when used as an improvised weapon (1d4 piercing), and when used to write with blood-ink, the text glows for 10 minutes instead of 1. Per Magic Stacking. Worth 30 GP.

**STORY DROP**

**Intelligence Chance Roll TN 14** (from the doorway, observing without entering): The four Scribes are not writing the same text. Each one is writing something different. One writes the covenant. One writes names - donor names, like in B6. One writes what appears to be personal correspondence - letters to someone in Bal that will never be sent. The fourth writes a single word, over and over: FORGIVE.

**NAVIGATION**

South leads to C6.

West (secret door) connects toward C8. Detection: **Wisdom Chance Roll TN 15**.

**C8 - The Grand Vestibule****DN NOTE**

Large chamber, 35x30 ft, ceiling 20 ft. The grandest room in the C-cluster. This was the formal entrance to the upper mausoleum - the point where visitors from Bal would have been received. The architecture is impressive: fluted columns, a vaulted ceiling with remnants of painted plaster (waves, sky, clouds), and a mosaic floor depicting Oceanus rising from the sea.

The room is in better condition than most - the columns are intact, the ceiling hasn't collapsed, and the mosaic, while cracked, is still readable. Water stains mark the walls at the 4 ft line, but the divine flood receded before fully destroying this space.

This room connects multiple paths: B11 from the west, C7 from the south, and C9/C10 to the north. It is the convergence point before the final approach to C11 and the stairs to Level 2.

No enemies. No traps. A moment to breathe before the final push.

### TO PLAYERS

Columns. Real columns, fluted and standing, holding a vaulted ceiling that was once painted with sky. Most of the paint has flaked away but you can still see fragments - blue, white, gold. Someone made this ceiling look like the heavens. The floor is a mosaic, cracked but intact: a massive figure rising from stylized waves, arms spread wide, crowned with something that might be coral or might be fire. The same figure you have seen carved throughout this place. But here, rendered at full scale, it is breathtaking.

For the first time since entering the mausoleum, you're standing in a room that was meant to impress. This was the front door. Whatever these people were, they wanted visitors to understand what they were walking into.

### NAVIGATION

East (secret door) leads to C7. South also leads to C6 via normal passage.

West connects to B11 and B12.

Northeast leads to C9, C10.

North leads toward C11 (stairs to Level 2).

---

## C9 - The Map Room

### DN NOTE

Small room, 12x12 ft. A stone table in the center holds a carved relief map of the island of Dukora - a three-dimensional representation of the island's surface, carved into the



stone slab with remarkable accuracy. The mausoleum, the temple, the shoreline, and the underwater approaches are all depicted.

The map shows details players haven't seen: the temple layout on Level 2 (general shape, not room-by-room), the pyre's location on the eastern cliff, and a path marked "back to the shores" on the southern descent. Players studying this map gain useful navigation information for Level 2.

No enemies. No traps. Pure utility.

### TO PLAYERS

A stone table holds a relief carving - **a map**. Not drawn on parchment but carved into the stone itself. The island. You can see the coastline, the shoreline where you landed, the mausoleum you're standing in right now. And beyond it, higher on the island, a temple complex. An altar at its center. A bridge leading to a cliff's edge. And on that cliff, a small structure marked with a carved flame. The pyre.

For the first time, you can see the whole picture. Where you've been. Where you're going. What's waiting.

### NAVIGATION

South leads to C8.

East connects to C10.

---

## C10 - Storage and Preparation

### DN NOTE

Small room, 15x12 ft. A practical staging area where Scribes prepared for trips to the Altar Temple. Hooks on the walls once held cloaks, packs, and tools. A stone bench, a water basin (dry), and a shelf holding worn but serviceable supplies.

No enemies. No traps.

### TREASURE / MAGIC ITEMS

On the shelf: 2 torches (functional), a tinderbox (functional), 30 ft of hemp rope (frayed but usable), and a leather water flask (empty but intact). Practical supplies for players who are running low.

Hidden behind a loose stone in the wall (**Wisdom Chance Roll TN 14**): a small pouch containing 15 GP and a polished stone disc engraved with the Drowned Quill emblem. The disc is a Scribe's Pass Token - primarily useful on Level 2, but also recognized by the guardian threshold at C11. Certain wards will recognize the bearer as authorized.

### NAVIGATION

West leads to C9.

South leads to C8.

Northwest (secret door) leads to C11. Detection: **Wisdom Chance Roll TN 15**.

---

## C11 - Stairs to the Altar Temple

### DN NOTE

Corridor ending in a staircase, ascending. The corridor is 10 ft wide, 20 ft long, and the stairs at the end climb steeply upward into darkness. The stairs are in good condition - well-maintained stone, minimal water damage. This was the Scribes' daily commute between their living quarters and their workplace.

The staircase ascends roughly 30 ft over its length, emerging into Level 2 near the D1 area on the Altar Temple map. Unlike the B13 route (which exits through the inscription puzzle door into the upper mausoleum stairs), this route exits into the cavern passages on the western side of the Altar Temple complex.

A carved inscription above the stairway entrance reads: "The god waits above. Bring clean hands and honest purpose." The inscription is not magical. It is sincere.

No enemies. No traps. The stairs are the transition point between levels.

A pair of gargoyle sentinels flanks the base of the staircase, one on each side. Unlike the decorative sentinels at the shore entries (A1, B1, C1), these animate if the threshold



ward is triggered. These are pristine. No barnacles. No erosion. No algae. The stone is smooth, dark, and sharp-featured. Their wings are fully detailed - individual feathers carved into the stone. Their faces are intact: wide jaws, flat noses, deep-set eyes that seem to track movement in torchlight. They are slightly larger than the shore gargoyles - roughly 5 ft at the shoulder. Their pedestals are inscribed with the Drowned Quill emblem.

These gargoyles are the threshold guardians between the mausoleum and the sacred temple. They are warded - and the ward is still active.

**CONDITIONAL ENCOUNTER: The gargoyles animate if any of the following occur:**

1. A creature attempts to climb the stairs without pausing between the sentinels for at least 1 round (rushing past triggers them).
2. A creature attacks or damages either sentinel.
3. A creature carrying an item of Lower Realm origin (cursed items, necromantic artifacts) passes between them. The ward detects corruption.

**The gargoyles DO NOT animate if:**

1. The party carries the Scribe's Pass Token from C10. The ward recognizes the token and the sentinels' eyes glow briefly blue, then dim. Safe passage.
2. The party pauses for 1 full round between the sentinels before ascending. This mimics the Scribes' daily ritual of stopping to acknowledge the threshold. The ward reads the pause as respect. No animation.
3. A Cleric speaks a prayer to any god while standing between the sentinels. The ward recognizes divine authority. No animation.

If no bypass is used and the party rushes or triggers the ward, both sentinels wrench free from their pedestals and attack. They fight for 4 rounds, then crumble to rubble regardless of remaining HP. They do not pursue beyond the stairway landing.

**SUGGESTED ENCOUNTER**

Gargoyle Sentinels (x2) - divine constructs, threshold guardians.

HP: 16 each | AC: 15 (solid stone) | DR: 3 (stone body)

Save Roll: Quick -1, Tough +3, Mind -2

Attack: Stone claw, d20+3 vs AC, 1d6+2 bludgeoning

Special Attack - Wing Buffet (once per encounter per sentinel): All creatures within 5 ft: **DEX Quick Save** or knocked prone and pushed 5 ft back. No damage. One use each.

Special Defense: Construct. Immune to poison, disease, psychic, necrotic, charm, fear.

Crumble after 4 rounds regardless of HP. The ward that powers them has enough energy for a brief defense, not a prolonged fight.

Behavior: They do not pursue. They block the stairs. Their goal is to prevent passage, not to kill. They use Wing Buffet to knock the party back and position themselves between the party and the stairs. If the party retreats 20 ft, the gargoyles return to their pedestals and become inert. Can be triggered a second time but will only last 2 rounds on second activation.

2 players - Hard - but the 4-round crumble timer caps it. Patience wins.

3-4 players - Challenging. High DR, short fight.

5 players - Challenging.

Level 3 party - Extend crumble timer to 6 rounds. Both sentinels trigger Wing Buffet at the start of round one before any other actions.

## TO PLAYERS

A corridor ends in stairs. They climb upward, steep and straight, into shadow. The stone is solid here - well-built, well-maintained. Above the first step, carved into the lintel: "The god waits above. Bring clean hands and honest purpose."

But before the stairs, at the base, two figures. These are not the weathered, barnacle-crusted sentinels you saw at the shore. These are pristine. Sharp. Every feather on their folded wings is individually carved. Their faces are intact - wide jaws, flat noses, eyes set deep in stone sockets that seem to follow you as you move. They are crouching on carved pedestals bearing an emblem you recognize: a quill dripping into water. The same emblem you have seen on robes, on sarcophagi, on every piece of the order's identity.

They are watching. And for the first time since entering this place, you are not sure they are just stone.

[If triggered - gargoyles animate:] Stone grinds. A crack splits the silence. The left sentinel shifts - its shoulder rolls forward, wings unfurling from its back with a sound like



breaking slate. Then the right. Their heads turn. Their mouths open wider. They pull free from their pedestals in a shower of stone dust and fragments, and what was architecture becomes something else entirely. They are between you and the stairs. They are not moving aside.

[If bypassed - token, pause, or prayer:] Their eyes glow. A brief, cold blue light in the hollow sockets, there and gone. The stone does not move. The sentinels remain on their pedestals, wings folded, mouths open, watching. But the light was acknowledgment. Whatever ward protects this threshold has decided you may pass. The stairs are open.

## NAVIGATION

Southeast (secret door) leads back to C10. C8 is accessible from C10.

Two stone gargoyles stand on pedestals flanking the stairway, wings folded, eyes forward. They are inactive until the threshold is crossed without authorization.

Up (stairs) leads to Level 2 - The Altar Temple (D1 area).

---

*End of Level 1 - The Necromancy Mausoleum.*

*Level 2 - The Altar Temple follows.*



## LEVEL 2

### THE ALTAR TEMPLE

#### DN LEVEL OVERVIEW

The Altar Temple is older than the mausoleum below. The Scribes built their home around the temple's service entrance, but the temple itself was here first - raised by Oceanus's first followers before the Drowned Quill even existed. The architecture reflects this. The stone is different: white marble veined with blue, polished by ancient hands, resilient against the centuries that have crumbled everything else. Where the mausoleum feels ruined, the temple feels sleeping.

Four clusters of rooms make up this level. The D-cluster is a network of natural caves and worked passages wrapping around the south and west side of the temple - the route from the mausoleum stairs (D1) and an alternate exit back to the shores (D15). The caves are rough, dark, and inhabited by creatures that have nested in the temple's shadow. The Pirate Captain and any surviving pirates have established a camp somewhere in the D-cluster.

The E-cluster is the temple proper. E2 holds the Altar of Oceanus - the adventure's objective. The altar room is octagonal, open, and sacred. The surrounding temple rooms contain preparation chambers, storage, and the passage toward the bridge. E8 contains stairs leading to an elevated overlook. E11 contains a locked treasure chest.

The F-cluster is the northern wing of the temple - a quieter, more sacred space. F3 is the temple's bell hall. F4 holds a sacred font or well. F6 and F7 are burial alcoves for the temple's original caretakers (predating the Scribes). This area connects the temple core to the G-cluster bridge.

The G-cluster is the bridge to the Pyre. G1 through G3 cross an exposed stone bridge over the cliff face, open to wind and sky. G4 is the Pyre platform on the eastern cliff's edge. Lighting the pyre is the final visible seal of the covenant - and the signal to Bal.

VAELITH is on this level. He occupies the altar room (E2) or its immediate surroundings. He is the Grandscribe who tried to rewrite the covenant and was transformed by Oceanus as punishment. He is not fully alive, not fully dead, not fully sane. He is the final obstacle between the party and the altar. He can be fought, reasoned with, or bypassed - depending on what the players learned on Level 1. Players who understand his story have options. Players who don't have a hard fight.



**SCRIBE'S PASS TOKEN:** If the party found the Pass Token in C10 on Level 1, certain wards on this level recognize the bearer as authorized. This bypasses the ward trap in E1 and triggers Scenario 2 behavior for the Vaelith encounter (he hesitates, recognizing the token of office). Reward players who explored thoroughly.

**WATER:** Unlike the mausoleum, the temple has functional water. The sacred font in F4 produces clean water. The temple was built to sustain its caretakers.





## D-Cluster: The Cave Approach

### D1 - Mausoleum Passage Entry

#### DN NOTE

Transitional chamber, 20x15 ft. This is where the stairs from Level 1 (either from B13's puzzle door or C11's service stairs) emerge into Level 2. The room is half-worked stone, half-natural cave - the Scribes carved an entry point into a pre-existing cavern network. The air is different here: warmer, drier, with a faint mineral smell that replaces the brine of the mausoleum.

A carved lintel above the passage from Level 1 reads: "The temple receives those the deep permits."

No enemies. No traps. Transition room.

#### TO PLAYERS

The stairs end. The passage opens into a chamber where carved stone meets raw cave. The air changes - warmer, drier, less salt. A carved inscription marks the threshold at the passage entry. To the east, you can see the edge of something built. Walls. Not cave walls - temple walls. White stone, faintly luminous in your torchlight. You are close.

#### NAVIGATION

West leads back to Level 1 stairs (mausoleum).

East (warded door) leads to E1 (temple entry).

South leads to D2 (cave network).



## D2 - Winding Cave

### DN NOTE

Natural cave passage, irregular width (8-15 ft), winding south from D1. The cave is dry, with occasional mineral formations (small stalactites, flowstone deposits). Evidence of foot traffic - the floor is worn smooth along a central path. The Scribes used this route regularly.

Against the west wall, fresh scrape marks in the stone. Someone dragged something heavy through here recently. **Wisdom Chance Roll TN 13:** boot prints in the dust. Multiple sets. The pirates came through this way.

No enemies. No traps.

### TO PLAYERS

The cave winds south, narrow in places, wider in others. The floor is worn smooth from years of foot traffic - a path beaten into the stone by daily use. Mineral formations hang from the ceiling and grow from the walls, undisturbed. But the dust on the floor tells a different story. Fresh boot prints. Scrape marks. Someone else has been through here. Recently.

### NAVIGATION

North leads to D1.

South leads to D3.

---

## D3 - Stalactite Grotto

### DN NOTE

Natural chamber, 25x20 ft, ceiling 20 ft. Dense stalactite formations hang from above, some nearly reaching the floor. The room has a cathedral quality - vertical stone columns creating a forest of mineral pillars. Movement through the grotto requires

weaving between formations. Visibility is limited to 15 ft due to the density of the stone columns.

ENCOUNTER: Chalk Prowlers (x3) - from your Monster Trove. These pale, skeletal predators have nested in the upper stalactites. They drop from above when prey enters.

### SUGGESTED ENCOUNTER

Chalk Prowlers (x3) - pale hunters that cling to stone.

12 HP each | AC 13 | DR 0

Save Roll: Quick +2, Tough +0, Mind -1

Attack: Claw rake, d20+2 vs AC, 1d6 slashing

Special Attack: Bone Chill - Save DEX Quick, fail 1d4+1 necrotic, cooldown 2 rounds.

Behavior: They drop from above (surprise round if party doesn't detect them). After dropping, they fight on the ground. They are territorial, not intelligent. They flee into the stalactites if reduced below 4 HP.

Detection: **Wisdom Chance Roll TN 14** to spot them clinging to the ceiling before they drop. The brass compass from B10 (Level 1) does NOT detect them - they are not magical.

2 players - Deadly. Reduce to 2 Prowlers.

3-4 players - Hard to Deadly. The surprise drop and limited visibility are the real multipliers.

5 players - Challenging.

### TO PLAYERS

The cave opens upward. The ceiling climbs to twenty feet, and from it hang hundreds of stone formations - stalactites like teeth, some as thick as your arm, some thin as fingers, reaching almost to the floor. The room is a forest of vertical stone. You have to weave between them. You cannot see more than fifteen feet in any direction.

Something clicks overhead. Faint. Like claws on stone.



## NAVIGATION

North leads to D2.

East passage connects toward E3 area.

South leads to D4.

---

## D4 - The Ritual Circle

### DN NOTE

Large circular chamber, 30 ft diameter, ceiling 15 ft. A ritual circle is carved into the floor - a 15 ft diameter ring of symbols and glyphs that predates the Scribes. This circle was used by Oceanus's original followers for communion rituals long before the mausoleum was built. The symbols are in a script older than anything in the mausoleum - angular, precise, unfamiliar.

The circle is not a trap. It is inert. But it responds to divine presence. If a Cleric steps into the circle and speaks a prayer (any prayer, to any god), the glyphs glow faintly blue for 1 minute. During this time, the Cleric can ask one yes-or-no question directed at Oceanus. The answer comes as a sensation: warmth for yes, cold for no. One question per day. The god is listening, but he is not generous with his attention.

If a player carrying the Sea-Glass Idol from C5 (Level 1) enters the circle, the idol pulses with light. This is acknowledgment - Oceanus recognizes a piece of his own chapel has returned to sacred ground. No mechanical effect, but it confirms the idol is significant.

No enemies. No traps.

### TO PLAYERS

The cave opens into a perfect circle. Not natural - someone carved this space. The floor is flat, polished, and bears a ring of symbols cut deep into the stone. The symbols are nothing you have seen before. Not Scribe writing. Not the covenant text. Something older. The circle waits.

**STORY DROP**

**Intelligence Chance Roll TN 15:** The symbols predate everything else you have seen on this island by centuries, possibly more. The Scribes did not build this. They inherited it. Whatever relationship between mortals and Oceanus existed here, it began long before the Drowned Quill was founded.

**NAVIGATION**

North leads to D3.

East connects toward E3 area.

East also connects toward E4 (temple area).

South leads to D5.

**D5 - The Pirate Camp****DN NOTE**

Irregular cave chamber, 20x20 ft. The Pirate Captain has established a temporary camp here. A small fire (embers now, recently extinguished) sits in the center. Bedrolls, packs, food tins, and a cask of rum are arranged around it. Evidence of 4-5 people camping here, but only the Captain and one pirate remain. The others are dead (killed by dungeon hazards or the party on Level 1).

THE PIRATE CAPTAIN is here if the party has not already dealt with him. If Drell (the pirate scout from B9 on Level 1) escaped, he is here too, having warned the Captain about the party.

The Captain's name is Harsk. Middle-aged, thick grey-streaked beard, eye patch over left eye (genuine - he lost the eye), dark brown tricorne hat, and a cutlass at his hip. He is pragmatic, ruthless, and smart. He will fight if cornered but prefers to ambush.

If the party approaches openly, Harsk assesses them quickly. If they look strong, he offers a deal: "We work together. Your vial, my muscle. We split the reward." He is lying - he intends to take the vial at the altar. But the offer buys him time.

If the party found Drell's orders (the note from B9 on Level 1), they know the pirates' real plan. Confronting Harsk with the note ends diplomacy immediately.



**SUGGESTED ENCOUNTER**

Captain Harsk - Pirate Captain

28 HP | AC 14 (studded leather + quick reflexes) | DR 1

18 HP remaining if encountered at G2 after escaping D5

Save Roll: Quick +2, Tough +2, Mind +1

Attacks: 2 per round - Cutlass, d20+3 vs AC, 1d8+2 slashing

Special Attack: Captain's Bark - once per encounter, all allies within 30 ft gain +2 to their next attack roll

Special Defense: Eye for Danger - Harsk cannot be surprised. He always acts in the first round of combat.

Behavior: Harsk fights smart. He uses the cave terrain (stalagmites, narrow passages) for cover. He retreats if reduced below 10 HP, fleeing deeper into the D-cluster. If he escapes, he takes position on the bridge at G2 and makes his final stand there.

Pirate Crewman (x1, if Drell escaped; or x0 if Drell is dead)

Drell (repeat stats): 18 HP | AC 13 | DR 1 (See Level 1 for full details). Fights to flee below 8 HP.

2 players - Hard alone. Deadly with Drell present - reduce Harsk to 20 HP.

3-4 players - Hard. Two attacks per round keep the pressure up.

5 players - Challenging.

**TREASURE / MAGIC ITEMS**

Harsk's person (if defeated): 32 GP, 15 SP, his cutlass (1d8+1 slashing, well-maintained, +1 to damage is quality craftsmanship not magic). A leather map case containing a rough sketch of Level 2 drawn from Drell's scouting - partial but useful. A vial identical to the party's blood offering vial, except this one is EMPTY. Harsk stole it from one of the destroyed rival parties but the vial broke during the sea attack. He has no offering. He needs the party's.

Camp supplies: 4 days of rations, a cask of rum (10 servings), 50 ft of rope, a grappling hook, and a spyglass worth 40 GP.

## NAVIGATION

North leads to D4.

South leads to D6.

East leads to D8.

---

## D6 - Dead End Grotto

### DN NOTE

Small cave to the side of tunnel, 15x15 ft. A dead end. The walls are rough, unworked, with mineral veins visible in the stone. A dead pirate lies here - one of Harsk's crew. Cause of death: a Chalk Prowler attack. Claw marks across his back. He ran the wrong way.

No enemies. No traps.

### TO PLAYERS

The cave narrows to nothing. A dead end. A man lies face down near the back wall, in pirate's clothing, claw marks torn across his back. He ran this way. There was nowhere left to run.

### TREASURE / MAGIC ITEMS

Dead pirate: 8 GP, a dagger, and a **crude hand-drawn map** of Level 1's B-cluster. Incomplete but shows the pirate's route through the mausoleum.

## NAVIGATION

North leads to D5.



## D7 - The Sunken Hall

### DN NOTE

Large chamber, 35x30 ft, ceiling partially collapsed. This was once a worked-stone hall - part of the original temple's lower structure - but the cave has reclaimed it. Stalactites hang where ceiling tiles have fallen away. The floor is half flagstone, half raw rock. Water pools in the lowest sections (ankle-deep, stagnant).

The room's most notable feature is a carved stone relief on the north wall, mostly intact. It depicts the original covenant ceremony - not the Scribes' version, but the first one. Oceanus, rendered as a towering figure of water, stands before a group of kneeling worshippers. Between them, a creature in the sea - the Sovereign, smaller in this depiction, younger. The god's hand rests on the creature's head like a master calming a hound.

No enemies. No traps. Story room.

### TO PLAYERS

This room was built, once. Flagstone floor, worked walls, a proper ceiling. But the cave has been eating it for centuries. Stone columns have become stalactites. Tiles have cracked and sunk. Water pools in the low points. The room is caught between two identities - temple and cave - and the cave is winning.

A carved relief covers the north wall. It shows figures kneeling before a towering shape made of flowing lines - water, maybe, given human form. The figure's hand reaches down toward something in stylized waves below. A creature. Long, crowned, coiled. The hand rests on its head. Not commanding. Calming.

## STORY DROP

**Intelligence Chance Roll TN 13:** This is the original covenant depicted, not the one the Scribes maintained. The creature in the waves - the Sovereign - looks different here. Smaller. Less fearsome. The relationship shown is not master-and-weapon. It is caretaker-and-ward. The god raised the Sovereign, not built it. The beast was not created for war. It was raised for protection. The distinction matters.

## NAVIGATION

North leads to D8.

East leads to D9.

South leads to D12.

---

## D8 - Collapsed Passage

### DN NOTE

Connecting passage, irregular, 15x10 ft. Partially collapsed. Rubble from the ceiling fills one side of the room, narrowing the passage to 5 ft at one point. Navigable but uncomfortable in heavy armor. A body is partially buried under the rubble - an old skeleton in Scribe robes, decades dead. One of the Scribes who tried to flee the divine flood and didn't make it. The rubble killed them, not the water.

No enemies. No traps. Transit room.

### TO PLAYERS

The passage narrows where the ceiling gave way. Rubble fills one side, leaving a gap barely wide enough to pass through sideways. A skeleton protrudes from the pile - robed, one arm outstretched toward the passage you're using now. They almost made it.



## NAVIGATION

North leads to D5.

South leads to D7.

East leads to D9.

---

## D9 - Underground Stream

### DN NOTE

Chamber, 25x20 ft. A natural underground stream cuts through the room from west to east, roughly 8 ft wide and 2 ft deep. The water is cool, clean, and moving - fed by the same underground spring that supplies the temple above. The stream exits through a fissure in the east wall, eventually reaching the sea. Crossing the stream: **Dexterity Chance Roll TN 10** (easy, but failure means wet boots and gear). Jumping: **Strength Chance Roll TN 12**.

The stream contains small blind cave fish, visible in the clear water. Not edible (bitter) but they confirm the water is unpolluted.

No enemies. No traps. A resource point - clean water for refilling flasks.

### TO PLAYERS

A stream cuts through the cave, clear and cold, moving with a current that suggests a source somewhere deeper underground. Small pale fish dart in the shallows, eyeless, navigating by feel. The water is clean. After everything you have waded through in the mausoleum, clean water feels like a gift.

## NAVIGATION

West leads to D8 and D7.

North leads to D10.

South leads to D12.

## D10 - The Bone Pile

### DN NOTE

Medium chamber, 20x15 ft. The floor of this room is covered in bones - animal bones, fish bones, bird bones. Hundreds of them, piled in a mound two feet deep at the center. This is a predator's den. Something has been dragging kills here for years.

ENCOUNTER: A Bone Harvester occupies this room - from your Monster Trove. It lurks in the bone pile itself, partially buried, waiting for vibrations from footsteps.

### SUGGESTED ENCOUNTER

Bone Harvester (x1)

24 HP | AC 13 | DR 1

Save Roll: Quick +1, Tough +2, Mind +2

Attack: Bone blade limbs, d20+3 vs AC, 1d8+1 slashing

Special Attack: Bone Spear - 10 ft, Save DEX Quick, fail 2d6+2 piercing, cooldown 2 rounds. Launches a sharpened bone projectile from its body.

Behavior: Erupts from the bone pile when someone steps within 10 ft. Gets a surprise round if undetected. After emerging, fights aggressively. See Reference Guide.

Detection: **Wisdom Chance Roll TN 14** to notice the bone pile is abnormally arranged - too orderly for natural accumulation. **Intelligence Chance Roll TN 13** to identify the bones as collected, not scattered.

2 players - Hard. Surprise round plus Bone Spear land before the party can react. Stay spread out.

3-4 players - Challenging.

5 players - Easy.

### TREASURE / MAGIC ITEMS

Buried in the bone pile (**Intelligence Chance Roll TN 13** after defeating the Harvester): A silver bracelet worth 20 GP and a Potion of Strength (+2 STR bonus for 1 hour, one use,



amber liquid in a thick glass bottle). The potion was on a previous victim. Per Magic Stacking.

### NAVIGATION

South leads to D9.

East leads to D11.

North connects to E4.

---

## D11 - The Narrow Way

### DN NOTE

Narrow passage, 5 ft wide, 25 ft long. The walls are close and the ceiling drops to 7 ft. Larger characters (half-orcs, anyone in heavy armor) move at half speed. The passage connects the lower cave network to the southeastern exit route. The walls bear scratch marks from something with claws - the Bone Harvester uses this passage to access D10.

No enemies. No traps. Claustrophobic transit.

### TO PLAYERS

The passage narrows until your shoulders nearly brush both walls. The ceiling drops. Scratch marks line the stone at waist height, deep grooves cut by something sharp. Whatever made them was wider than this passage. It forced its way through.

### NAVIGATION

West leads to D10.

South leads to D12 and D13.

## D12 - Cavern Crossroads

### DN NOTE

Open area, 20x20 ft. A junction where passages from D9, D11, and D7 converge, with the southeastern route continuing toward D13 and eventually D15 (the shore exit). The cave here shows signs of old tool marks - the original temple builders carved this crossroads to connect the cave network. A faded painted arrow on the east wall points south, toward the shore.

No enemies. No traps.

### TO PLAYERS

Passages converge. The cave opens into a junction, and on the east wall, someone painted an arrow pointing south. The paint is ancient, flaking, but the direction is clear. South. Toward something.

### NAVIGATION

North leads to D9 and D11.

West leads to D7.

Southeast leads to D13.

---

## D13 - Cliff Overlook

### DN NOTE

Chamber, 20x15 ft, with the east wall open to the sky - a natural cleft in the cliff face that provides a view of the ocean. The first natural light players have seen since entering the mausoleum. The view is dramatic: open sea, the distant shape of the mainland on the horizon, and directly below, the jagged rocks where the party's ship is beached.

**Wisdom Chance Roll TN 12:** Looking north along the cliff face, you can see the bridge



(G-cluster) high above, extending from the temple to the Pyre platform. The Pyre is visible - an unlit stone structure on a cliff promontory.

No enemies. No traps. A moment of perspective.

### TO PLAYERS

Daylight. The east wall opens to the sky. After hours in stone corridors and dark caves, the sudden brightness makes you squint. Wind hits your face, carrying salt and the sound of waves crashing far below. You can see the ocean. The mainland, a distant smear on the horizon. Below, the jagged shoreline where your ship sits, looking very small from up here.

To the north, high on the cliff, a stone bridge extends from the temple out to a promontory. Something sits at the end of it. A structure. Unlit. Waiting.

### NAVIGATION

West leads to D12.

East leads to D14.

North connects toward D11 (via D12).

---

## D14 - Wind-Carved Chamber

### DN NOTE

Small chamber, 15x12 ft, exposed to the cliff face. Wind howls through here constantly. A dead pirate is slumped against the wall, dehydrated and wind-chapped. He tried to climb down the cliff and gave up. A coil of rope dangles from a rock anchor over the edge - he ran out of rope thirty feet short of the beach.

No enemies. No traps.

### TREASURE / MAGIC ITEMS

Dead pirate: 5 GP, a hand crossbow (1d6 piercing, functional, 8 bolts), and a flask of cheap rum (2 servings, restores morale if nothing else).

### NAVIGATION

West leads to D13.

South leads to D15 (shore exit passage).

---

### D15 - Shore Exit

#### DN NOTE

Passage descending to the southern shore. Roughly 60 ft long, dropping steeply via natural steps and carved footholds. This exits onto the rocks south of the temple, within sight of where the party originally landed. This is the evacuation route - after the adventure, the party returns to their ship from here.

No enemies. No traps. The exit.

#### TO PLAYERS

The passage drops steeply. You can smell the sea. Daylight spills up from below, and the sound of waves grows louder with every step. This is a way out. Back to the shore. Back to the ship. Back to the world.

### NAVIGATION

North leads to D14.

South exits to the shore.



## E-Cluster: The Altar Temple

### E1 - Temple Entry Hall

#### DN NOTE

Large chamber, 30x25 ft, ceiling 18 ft. The formal entry to the temple. The transition from cave to temple is absolute - the stone changes to white marble veined with blue, the floor is polished (though dusty), and the walls are carved with flowing water motifs that feel alive in torchlight. Two columns flank the passage deeper into the temple.

**WARD TRAP:** A circular ward is inscribed on the floor, similar to C6 on Level 1. It activates when a living creature crosses the threshold. **WIS Mind Save.**

#### Failure:

A booming voice demands "STATE YOUR PURPOSE".

The creature is held in place for 1 round.

#### Success:

The ward fizzles.

**PASS TOKEN BYPASS:** If anyone in the party carries the Scribe's Pass Token from C10, the ward recognizes it. Instead of challenging, the ward glows warmly and the voice says: "THE ORDER IS RECOGNIZED. PROCEED." No save required. The entire party is cleared.

No enemies.

#### TO PLAYERS

The cave ends. The temple begins. White marble, veined with blue, replaces the rough stone like a declaration. The floor is polished. The walls are carved with water - not images of water, but patterns that seem to flow when your torchlight moves across them. Columns flank the passage ahead, carved from single blocks of stone, holding a ceiling that arches gracefully overhead. This place was built with devotion.

## NAVIGATION

West leads to D1 (cave network).

North (stairs up) leads to E2 (Altar room).

South leads to E3.

---

## E2 - The Altar of Oceanus

### DN NOTE

Octagonal chamber, 35 ft across, ceiling 25 ft - the tallest room in the adventure. This is it. The adventure's objective. The room is the temple's sacred heart. Eight walls, each carved with a different scene from the covenant's history. The floor is a mosaic depicting the Sovereign beneath stylized waves. In the center, on a raised octagonal platform of dark stone, sits the Altar of Oceanus.

THE ALTAR: A block of sea-stone - dark grey, pocked with ancient barnacle scars, salt-crusted. It looks less like a constructed altar and more like a piece of the ocean floor that was lifted into a temple. A shallow depression in its top is shaped to hold a vial.

VAELITH IS HERE.

He stands on the far side of the altar, motionless. He appears as a tall man in waterlogged Scribe robes, his skin pale blue-grey, his eyes open and luminous with a faint white light. His fingers are worn to bone at the tips. He has been standing here for decades. He does not breathe. He does not blink. He is waiting.

### VAELITH'S BEHAVIOR - THREE SCENARIOS:

**Scenario 1** - Players know the story (read journals in A7, saw murals in A8): Vaelith recognizes that they understand. He speaks. His voice is layered - his own voice and something deeper, watery, resonant. "You know what I did. You know what was done to me. The god's punishment is not death. It is purpose. I guard what I tried to steal.



Forever." He asks the party a question: "Do you bring the offering willingly?" If they answer yes and show the vial, he steps aside. He watches them place it. He does not interfere. After the vial is placed, he says: "Go. Light the fire. Let the god finish what I could not." He then resumes his motionless vigil. He will stand here forever.

**Scenario 2** - Players have the Pass Token (C10) or the ceremonial robe from F5: Vaelith hesitates when he sees the symbol of his order. The token represents the office he held; the robe carries the vestments he once wore. "Where did you find that?" A long pause. Then, quietly: "We are dead. We are all dead." (He knows. He has always known. This is not discovery - it is a wound he keeps reopening. The sight of the token or robe made it bleed again.) If wearing the robe, Vaelith's hesitation is identical - he recognizes the order's vestments at once. Before they can respond, he begins reciting a fragment of covenant text under his breath - low, rhythmic, automatic, like a man counting to stay calm. He does it for three or four seconds, then stops as abruptly as he started, refocusing on the party as though nothing happened. The confusion creates an opening - players may talk him down (**Charisma Chance Roll TN 13** to calm him, explaining they are here to honor the covenant). If successful, he steps aside as in Scenario 1. If failed, he attacks but fights at -2 to hit (distracted, conflicted).

**Scenario 3** - Players know nothing, have no token, just walked in: Vaelith attacks. He is the divine guardian. He does not speak. He does not negotiate. He fights to prevent anyone from reaching the altar. This is the hardest version of the encounter and it is meant to punish parties that rushed through Level 1 without exploring.

## SUGGESTED ENCOUNTER

Vaelith, the Covenant Warden

45 HP | AC 15 (divine warding) | DR 2 (salt-crusted form)

Save Roll: Quick +1, Tough +3, Mind +3

Attacks: 2 per round

- Inscription Claw, d20+4 vs AC, 1d8+2 necrotic (DR does NOT reduce)

- Covenant Surge (after use, roll a d6 at the start of each of Vaelith's turns - on a 5 or 6 it is available again): 20 ft radius burst centered on altar. All creatures: **WIS Mind Save** or 2d6 psychic damage + Shaken (-1 all rolls, 10 minutes). Save = half damage, no Shaken.

Special Defense: Covenant Binding - while inside E2, Vaelith regenerates 3 HP per round. Outside E2, regeneration stops and DR drops to 0. He does not willingly leave E2.

Immune: poison, disease, psychic, charm, fear

Vulnerable: radiant (double damage). Sea-Glass Idol from C5 deals 1d6 radiant on melee touch.

Behavior (if fighting): Vaelith stays near the altar. He does not pursue. He uses Covenant Surge when two or more enemies are within range. He targets whoever is closest to the altar. He fights methodically, without anger. He is doing his job.

2 players (Scenario 3) - DEADLY. Reduce HP to 30 and remove regen.

3-4 players - Deadly. Regen is the core problem - lure him out of E2 to shut it off.

5 players - Hard. The fight should feel like the weight of everything learned on Level 1.

## DN NOTE

**THE VIAL ON THE ALTAR:** When the vial of royal blood is placed in the depression on the altar, nothing happens immediately. The blood seeps into the stone. The altar absorbs it. The room grows slightly colder. That is all. The god has received the offering and the command is bound. The response comes later - at the Pyre (G4), when the covenant is visibly sealed and released.

If a player touches the altar with anything other than the vial (hand, weapon, other item), the altar pulses with cold blue light and a Zombie Shambler manifests from the floor (18 HP, AC 10, DR 0, attack d20+1 vs AC, 1d6 bludgeoning, Bone Grasp special). This is the altar's defense against casual contact. The Shambler fights until destroyed and does not respawn. Only one manifests per touch - the altar has limited patience.

If the party's vial was broken or lost: a Cleric can substitute their own blood (as established by the recipe in A6 on Level 1). This requires cutting their palm over the altar's depression - 3 HP damage (cannot be reduced) and a prayer to Oceanus. The altar accepts. Oceanus accepts devotion where lineage is absent, but not lightly.

**DN NOTE:** The covenant is completed in two parts. The altar receives the offering and binds the command. The pyre is the public seal - a fire visible to both Bal and the god.



Only when both acts are completed does the Sovereign answer and turn toward the marked threat.

### SUGGESTED ENCOUNTER

Zombie Shambler (x1, conditional) - manifests if the altar is touched with anything other than the blood vial.

18 HP | AC 10 | DR 0

Save Roll: Quick -2, Tough +1, Mind -3

Attack: Slam, d20+1 vs AC, 1d6 bludgeoning

Special Attack: Bone Grasp - Save DEX Quick, target seized until zombie is destroyed. Cooldown 2 rounds.

Behavior: Manifests when anyone touches the altar with anything other than the blood vial. Fights until destroyed. Does not respawn. One manifests per touch.

All party sizes - Easy. The real cost is HP burned before Vaelith.

### TO PLAYERS

The room opens wide. Eight walls, vaulted ceiling, the tallest space you have entered. Every wall bears a carved scene - ships, storms, a towering figure of water, a creature beneath the waves. The floor is a mosaic of the beast itself, curled beneath your feet, enormous even in tile. In the center, on a raised platform of dark stone, sits the altar. It is not what you expected. No gold. No gems. No ritual markings. It is a block of sea-stone - dark, salt-crust, pocked with barnacle scars. It looks like something pulled from the ocean floor and set here as a declaration: the sea is sacred. This is its table.

A shallow depression in the altar's surface is shaped to hold something small. A vial, perhaps.

A figure stands on the far side. A man. Or what was a man. Tall, robed, his skin the color of deep water. His eyes glow faintly. His fingers are bone. He has been standing here for a very, very long time.

He is looking at you.

## NAVIGATION

West (stairs down) leads to E1.

South (stairs down) leads to E3 and E7.

East (door) leads to E10.

North (stairs up) leads to E12 and F1.

---

## E3 - The Washing Hall

### DN NOTE

Medium chamber, 25x20 ft. A ritual preparation room where worshippers cleansed themselves before approaching the altar. Stone basins line the walls, fed by clay pipes (dry now, except one that produces a thin trickle of clean water). A drain in the center of the floor. The room is austere but was clearly important to the ritual process - cleanliness before the sacred.

No enemies. No traps. Functional water source (limited - one working pipe, trickle speed).

### TO PLAYERS

Stone basins line the walls, each with a clay pipe above it. Most are dry. One still trickles - a thin stream of clean water that pools in the basin and overflows into a floor drain. The room was for washing. Purification before something important.

## NAVIGATION

North leads to E1 and E2.

On a stone shelf near the washing basin, sealed in a waxed tube stamped with Oceanus's trident sigil: a divine scroll. See **SCROLL OF OCEANUS'S REBUKE** in the Adventure Magic Items reference.

East leads to E4 and E7.

West connects toward D3.

West also connects toward D4 (cave network).



---

## E4 - The Meditation Hall

### DN NOTE

Large chamber, 30x30 ft, ceiling 16 ft. An open space with no furniture - designed for prayer, meditation, and gatherings before ceremonies. The walls are plain white marble, uncarved, deliberately blank. The absence of decoration is the point. This room was meant to clear the mind.

A faint hum resonates in this room - a low vibration felt in the chest more than heard. It comes from the altar room (E2) above. The altar's proximity gives this space a tangible sense of presence. Clerics and Wizards who meditate here for 10 minutes feel refreshed - not mechanically (no HP restored) but spiritually. A moment of peace in a hostile place.

No enemies. No traps.

### TO PLAYERS

An open room. White marble walls, deliberately blank. No carvings, no murals, no decoration. After the relentless inscription of the mausoleum, the emptiness feels intentional. Like silence after noise. The room hums. Not a sound - a vibration in your chest, rhythmic, like a distant heartbeat. Something above this room is alive. Or close enough.

### NAVIGATION

North leads to E3 and E2.

East leads to E5 and E7.

West connects toward D4 and D10.

---

## E5 - Guard Alcove

### DN NOTE

Small room, 12x12 ft. A guard post for temple sentries. Stone bench, empty weapon rack, torch bracket. The room is unremarkable except for a carved symbol above the door - the eye of Oceanus, a stylized wave curling around a pupil. The symbol is a passive ward: creatures of the Lower Realms cannot enter this room. It is a safe room, by divine design.

DN: This room can serve as a safe rest point. If the party is badly wounded, this room's ward protects them from undead and Lower Realm creatures while resting. Natural creatures (Chalk Prowlers, Bone Harvesters) are not affected by the ward.

No enemies. No traps.

### TO PLAYERS

A small guard room. Bench, empty weapon rack, dead torch bracket. Above the door, a carved symbol - a wave curling around an open eye. The room feels... calm. Safer than it should, given where you are.

### NAVIGATION

West leads to E4.

East leads to E6.

---

## E6 - The Offerings Vault

### DN NOTE

Medium chamber, 20x20 ft. This was where offerings to Oceanus were stored before



placement on the altar - vials of blood, gifts from Bal's families, devotional objects. Stone shelving lines the walls. Most shelves are empty but three still hold items, preserved in sealed compartments.

No enemies. No traps.

### **TREASURE / MAGIC ITEMS**

Shelf 1: A set of three empty vials made of blue glass - the same type as the party's blood vial. Replacements. No value as offerings (empty) but worth 5 GP each to a glassworker.

Shelf 2: A silver incense burner shaped like a nautilus shell, with residue of sea-salt incense still clinging to the interior. Worth 30 GP. If lit with any incense or herbs, it produces a calming smoke that grants +1 to WIS Mind Saves for 1 hour to anyone who breathes it. One use per day. Per Magic Stacking.

Shelf 3: A sealed stone box containing three dried coral branches, each wrapped in waxed cloth. These are Sacred Coral of Oceanus - natural relics from the god's domain. When crushed and scattered on the ground, they create a 10 ft radius area that undead cannot enter for 30 seconds. Three uses total (one branch per use). Enormously valuable for the Vaelith encounter if players haven't resolved it peacefully.

### **NAVIGATION**

West leads to E5.

---

## **E7 - Temple Junction**

### **DN NOTE**

Connecting hall, 20x15 ft. A crossroads within the temple connecting E2/E3 to E4, E8, and the eastern rooms. A decorative archway marks each passage, carved with wave motifs. The room itself is plain - a transit point. The floor mosaic shows a compass rose oriented to the actual cardinal directions.

No enemies. No traps.

**TO PLAYERS**

A junction under carved archways. Four passages branch from this point, each marked with flowing stone waves. The floor shows a compass rose in mosaic - the directions match the real world. A small landmark of orientation in a place where you have been lost for hours.

**NAVIGATION**

North leads to E2.

West leads to E4 and E3.

East leads to E8.

North-east connects toward E10.

East also connects toward E9 (via E8).

**E8 - The Elevated Watch****DN NOTE**

Medium chamber, 20x15 ft. Contains a stone staircase (marked on map) ascending 15 ft to an elevated platform that overlooks E7 and has a narrow window looking out over the eastern cliff. The stairs are functional and solid. The platform was a lookout post - the temple's sentries could watch both the interior junction and the sea approach.

From the platform: **Wisdom Chance Roll TN 11** - players can see the bridge (G-cluster) from the window. They can also see the Pyre at G4. If they have a spyglass (from Harsk in D5), they can see details of the Pyre structure and confirm it is an unlit pile of wood and oil on a stone platform.

No enemies. No traps. Observation point.

**TO PLAYERS**

Stairs climb to a platform above the room. From up here, you can see through a narrow window cut in the cliff-facing wall. The view opens east: sky, sea, wind. A stone bridge



extends from the temple to a promontory, and at its end sits a structure you have been told to find. The Pyre. Unlit. Waiting for fire.

## NAVIGATION

West leads to E7.

South (stairs) leads to E9.

---

## E9 - The Scribe's Confession

### DN NOTE

Small chamber, 12x10 ft. A private room, almost a cell. The walls bear a single continuous inscription - not the covenant text, but a personal confession. One of the Scribes - a woman named Thariel, ranked Covenant Keeper - wrote her thoughts on the walls before the flood came. She knew what Vaelith was planning. She did not stop him. She did not warn Bal. The guilt consumed her.

No enemies. No traps. Pure story.

### STORY DROP

The text is legible without a Chance Roll - Thariel wrote clearly, deliberately, knowing someone might read this someday:

"I knew. We all knew. Vaelith told us his plan and we stood there and let him speak and none of us said this is wrong. We told ourselves the god had neglected us. We told ourselves we deserved more. We told ourselves the city had forgotten us. None of that was true. Bal sent ships. Bal sent blood. Bal sent gold. We sent them away because Vaelith said we didn't need them anymore."

"He was wrong. I was worse. I agreed with him."

"If you are reading this, we are dead and the temple still stands. Place the offering. Honor the covenant. Do what we could not."

### NAVIGATION

North (stairs) leads up to E8. From E8, access E10 via the eastern corridor.

West connects toward E7 and E8.

---

### E10 - Eastern Corridor

#### DN NOTE

Connecting corridor, 15x10 ft. Links E2 (altar) to E9, E11, and E12. The walls are white marble. One wall bears a carved relief showing the covenant ceremony from the altar's perspective - the vial being placed, the stone absorbing the blood, the sea responding.

No enemies. No traps.

#### TO PLAYERS

A corridor of white marble. On one wall, a carved scene: hands placing a small object on a stone surface. Below, waves. Below the waves, something enormous, stirring. The carving is a promise. Place the offering. The sea responds.

### NAVIGATION

West (door) leads to E2.

South leads to E9.

East (stairs) leads to E11.

North leads to E12.

Southwest connects toward E7.

---



## E11 - The Temple Vault

### DN NOTE

Small chamber, 15x12 ft. A locked iron chest (marked on map) sits against the east wall. This is the temple's treasure vault - modest by dungeon standards, but containing the temple's most valuable portable items. The chest is locked (Thief Pick Locks standard percentage, or Strength TN 16 to force).

TRAP on the chest: A needle trap in the lock mechanism. If picked without detecting the trap first (Wisdom TN 14 or Thief detect traps), the needle fires into the picker's finger.

**CON Tough Save** or poisoned (-2 to all ability scores, -2 to all saves, -2 to all attacks) for 4 hours. The poison is old but still potent.

No enemies.

### TREASURE / MAGIC ITEMS

Inside the chest: 65 GP, 20 SP, and one magic item:

Tidal Dagger - a dagger (1d4 piercing) made of a blue-black metal that is perpetually damp. +1 to hit and damage. When it strikes an enemy, the wound weeps saltwater for 1 round. Per Magic Stacking. Worth 75 GP.

### NAVIGATION

West (stairs) leads to E10.

---

## E12 - The Bridge Passage

### DN NOTE

Connecting chamber, 20x15 ft. This room links the altar area (E2/E10) to the F-cluster (north) and the G-cluster bridge (east). The passage east opens to daylight - the bridge begins here. Wind is audible. The temperature drops noticeably as air from outside

rushes in.

This is the last interior room before the bridge to the Pyre. Players who have placed the vial should be heading this direction.

No enemies. No traps.

### TO PLAYERS

Wind. Real wind, not the stale cave air you have been breathing for hours. It comes from the east, through a passage that opens to daylight. You can see sky through the opening. Clouds. The bridge is ahead.

### NAVIGATION

South leads to E2 and E10.

North leads to F1 and F2.

East leads to G1 (the bridge to the Pyre).



## F-Cluster: The Northern Wing

### F1 - Antechamber of Faith

#### DN NOTE

Connecting room, 20x15 ft. Sits between E1 (temple entry), E2/E12 (altar area), and F2 (northern wing). Decorative archways mark each passage. A stone bench and an empty niche suggest this was a waiting area before entering the sacred northern rooms.

No enemies. No traps.

#### TO PLAYERS

A quiet room between passages. A bench, an empty niche, archways carved with waves and sky. A place to pause before continuing.

#### NAVIGATION

South leads to E1 and E2.

North leads to F2.

East leads to E12.

West leads to F4.

### F2 - The Hall of Tides

#### DN NOTE

Large chamber, 35x30 ft, ceiling 20 ft. The largest room in the F-cluster. This was the temple's main gathering hall - a space for assemblies, rituals, and celebrations. The architecture is the finest in the adventure: fluted marble columns, a domed ceiling painted with a mural of the ocean at night (stars, moon, waves, the faint shape of the

Sovereign visible beneath the surface if you look carefully), and a floor mosaic of interlocking wave patterns that create an optical illusion of motion.

The room is magnificent and intact. Like the chapel on Level 1 (C5), Oceanus's sacred spaces were protected from his own punishment. The contrast with the destroyed mausoleum is sharp and intentional. The god preserved his own temple while drowning the people who served in it.

No enemies. No traps. Atmospheric majesty.

### TO PLAYERS

You have seen ruin. You have seen decay, collapse, and the endless scrawl of the dead. This is something else. The hall rises around you like a held breath. Marble columns climb to a painted dome that shows the ocean at night - stars, moonlight on water, and if you look long enough, something beneath the waves, vast and still. The floor moves. Not literally - the mosaic patterns create an illusion of flowing water that shifts as you walk. The room is beautiful. Aggressively, defiantly beautiful, in a place that has been punished for decades. The god destroyed his servants but he did not touch his temple.

### NAVIGATION

South leads to F1 and E12.

North leads to F3.

West leads to F4 and F5.

East connects toward G1.

---

## F3 - The Bell Chamber

### DN NOTE

Large chamber, 30x25 ft, ceiling 25 ft. A bell hangs from a beam near the ceiling - a bronze bell, green with patina, roughly 3 ft in diameter. A rope descends from the bell to within reach. This bell was rung to signal the beginning and end of covenant



ceremonies. It has not been rung in decades.

**RINGING THE BELL:** If a player rings the bell, the sound carries across the entire temple and echoes off the cliffs outside. Every creature on Level 2 that can hear is alerted. Any undead Scribes still active become agitated. Vaelith is in E2, the Altar of Oceanus. If Vaelith is still in E2 (unfought or unresolved), the bell briefly disrupts his vigil - he looks up, confused, momentarily human. This has no combat effect but it is narratively powerful if the party is looking for evidence that Vaelith is not entirely gone.

The bell is not magical. It is just a bell. But it meant something to the people who rang it. No enemies. No traps.

### TO PLAYERS

The ceiling climbs higher here than anywhere else. A bronze bell hangs from a beam near the top, green with age, massive. A rope descends from it, frayed but intact. The bell has not been rung in a long time. The rope waits.

### NAVIGATION

South leads to F2.

---

## F4 - The Sacred Font

### DN NOTE

Circular room, 20 ft diameter. A stone font occupies the center - a large octagonal basin, 5 ft across, fed by an underground spring via a carved channel. The water is clear, cold, and clean. This is the temple's primary water source, older and more robust than any other on the island.

Drinking from the font: Clean water. A Cleric who prays over the font can bless the water - blessed water in this font functions as Holy Water (1d6 radiant on direct hit against undead). Up to 3 vials can be blessed per day. Regular containers work.

No enemies. No traps.

### TO PLAYERS

A round room with a stone basin at its heart, octagonal, filled with water so clear you can see the carved channel at the bottom that feeds it. The water is cold enough to numb your fingers and clean enough to taste like nothing at all. After the brine and rot of the mausoleum, it is the best thing you have ever tasted.

### NAVIGATION

East leads to F1 and F2.

South leads to F5 and F6.

---

## F5 - The Vestry

### DN NOTE

Small room, 15x12 ft. Storage for ceremonial garments and ritual tools. Stone shelves hold folded robes (moth-eaten but intact), ceramic incense holders, and ceremonial implements. A wooden cabinet against one wall contains the Scribes' formal vestments - the robes they wore during covenant ceremonies.

**TREASURE:** A ceremonial robe bearing the Drowned Quill emblem. If worn during the Vaelith encounter, he recognizes it instantly. This can trigger Scenario 2 behavior (confusion and conflict) even if the party doesn't have the Pass Token. Multiple paths to the same outcome.

No enemies. No traps.

### TO PLAYERS

Shelves of folded robes, ceramic holders, ritual tools. A vestry - where the faithful dressed for ceremony. The robes are old and moth-eaten but one, hung carefully in a wooden cabinet, is intact. It bears an emblem on the chest: a quill dripping into water.



## NAVIGATION

North leads to F4.

East leads to F2.

South leads to F6.

---

## F6 - Burial Alcove (East)

### DN NOTE

Small chamber, 12x10 ft. Two stone sarcophagi, smaller and older than those in the mausoleum. These predate the Scribes. The carvings on the lids show figures in prayer poses with wave motifs - the original temple caretakers. The cross-shaped markers on the map denote these as burial sites.

The sarcophagi are sealed and undisturbed. Opening them (Strength TN 14): skeletal remains in simple linen wrappings, a small clay vessel in each containing dried herbs and salt. These are not the Scribes. These are the people who worshipped here before the order arrived. Their burial is simple, respectful, and at peace.

If disturbed violently (smashed, desecrated): Oceanus's displeasure manifests as a sudden chill in the room and -1 to all rolls for the offending character for 1 hour. The god protects his original faithful.

No enemies (unless provoked as above).

### TO PLAYERS

Two stone coffins, simple and old. Older than anything in the mausoleum below. The carvings show figures with hands together, surrounded by waves. Whoever is buried here was buried with care. The room feels still. Respectful. Undisturbed for a long time.

## NAVIGATION

North leads to F5.

West leads to F7.

North (via F5) connects toward F4.

## F7 - Burial Alcove (West)

### DN NOTE

Small chamber, 12x10 ft. Same as F6 - two ancient sarcophagi predating the Scribes. Same rules apply. Same consequences for desecration.

One difference: in the corner of this room, behind the second sarcophagus, a small niche contains a final treasure - a Coral Crown Fragment. A broken piece of what was once a much larger ornamental headpiece, carved from living coral that has calcified to stone. The fragment is warm to the touch and faintly luminous.

Coral Crown Fragment: +1 AC (per Magic Stacking). When worn, the bearer can breathe underwater for 10 minutes, once per day. Worth 100 GP. This is the single most valuable treasure in the adventure.

No enemies (unless provoked).

### TREASURE / MAGIC ITEMS

Coral Crown Fragment: +1 AC (per Magic Stacking). Breathe underwater 10 minutes, once per day. Worth 100 GP.

### NAVIGATION

East leads to F6.



## G-Cluster: The Bridge to the Pyre

### G1 - Bridge Entry

#### DN NOTE

Open archway, 10 ft wide. The transition from interior to exterior. The passage opens onto a stone bridge that extends east from the cliff face, exposed to wind, sky, and the drop below. The bridge is 8 ft wide, with low stone railings (3 ft high) on either side. The drop to the rocks and sea below is roughly 80 ft.

Wind is strong here. Characters must make **Dexterity Chance Roll TN 10** each round they are on the bridge if they are carrying large objects or wearing heavy armor. Failure does not throw them off - they lose their footing and must stop moving for that round. Halflings and gnomes make this roll at TN 12 (smaller body, more affected by wind).

The bridge is 60 ft long from G1 to G4, passing through G2 and G3.

No enemies. No traps. The elements are enough.

#### TO PLAYERS

The stone walls end. The sky opens. Wind hits you full in the chest. A bridge of white stone extends from the cliff face into open air, eighty feet above the sea. The railings are low. The wind is not. You can hear waves crashing below and gulls screaming above. The bridge stretches sixty feet to a platform at its end. You can see the Pyre.

#### NAVIGATION

West leads back inside to E12 and F2.

East continues across the bridge to G2.

## G2 - The Midspan

### DN NOTE

Midpoint of the bridge. 8 ft wide. The bridge narrows slightly here due to ancient erosion on the south railing. Characters looking down see the ocean eighty feet below, the rocks, and the distant beach. Characters looking north see the cliff face and, far below, the cave mouths of the C-cluster shore entries.

If Captain Harsk escaped the D5 encounter, this is where he makes his final stand. He has been waiting on the bridge, hidden behind the eroded railing. He attacks when the party reaches the midpoint - one final desperate attempt to take the vial. If the vial has already been placed on the altar, Harsk attacks out of pure rage and spite.

If Harsk is dead, this is an empty midspan with a spectacular view.

### SUGGESTED ENCOUNTER (conditional)

Captain Harsk (if he escaped D5) - same stats as D5 but wounded: 18 HP remaining, fighting with desperate ferocity. +1 to hit from adrenaline. He fights to the death here. No retreat. Nowhere to go.

Scaling: Harsk alone on a narrow bridge with wind is Challenging for any party. The bridge width limits flanking. The wind affects both sides equally.

### TO PLAYERS

The middle of the bridge. Wind screams past. The ocean churns below. The world is very big and you are very small and very high up.

### NAVIGATION

West leads to G1.

East leads to G3.



## G3 - Final Approach

### DN NOTE

The bridge widens as it approaches the promontory. 12 ft wide here. The stone is more weathered - exposed to centuries of ocean wind. The Pyre platform is visible ahead, a circular stone platform at the cliff's edge.

No enemies. No traps. Almost there.

### TO PLAYERS

The bridge widens. The wind eases slightly as the cliff provides shelter. Ahead, a stone platform. And on it, a structure: wood, oil-soaked, piled carefully and topped with a carved stone bowl for flame. The Pyre. You can smell the oil. It is ready. It has been ready for a very long time.

### NAVIGATION

West leads to G2.

East leads to G4 (the Pyre).

---

## G4 - The Pyre

### DN NOTE

Circular stone platform, 20 ft diameter, at the cliff's edge. The Pyre stands at the center - a carefully constructed pile of oil-soaked wood, sealed with pitch, designed to burn bright and long enough to be visible from Bal's harbor 22 nautical miles away. A carved stone bowl at the top holds a pool of congealed oil. Any flame source lights it.

**LIGHTING THE PYRE:** The fire catches immediately. The oil-soaked wood erupts. The flames climb twenty feet into the air and the column of black smoke rises higher still. In Bal, the harbor trembles. The tide shifts against the wind. A fisherman on the dock looks

out to sea and cannot say why his hands are shaking. Those who were watching will say later they felt it before they saw anything.

Then the sea responds.

Read the following to your players. Take your time. This is the payoff.

## TO PLAYERS

You light the Pyre.

The fire catches with a sound like an exhaled breath. The oil ignites. The wood roars. Flames climb twenty feet and the smoke rises higher, a black column against the sky, visible for miles. You have done it. The signal is lit. Bal's navies will see it. The defenses will prepare.

Then the sea changes.

The waves stop. Not gradually - they stop. The ocean goes flat, glass-still, as if the water itself is holding its breath. The silence after the constant roar of surf is enormous. Wrong. Every gull goes quiet. Every insect stops.

Something moves beneath the surface. You can see it from the cliff's edge - a shape, rising from the depths, so large that the shadow it casts darkens the water for hundreds of feet in every direction. It is not fast. It does not need to be. The water above it begins to glow - a deep amber-red, like coals - and you realize you are seeing its crown. Coral, calcified, ancient, luminous.

It does not fully surface. It does not need to. The crown breaks the waterline and the ocean splits around it and the scale of what you are looking at becomes real. The crown alone is the size of a ship. The body beneath it stretches beyond what you can see. Twenty limbs unfurl beneath the water, each one longer than the bridge you crossed. They move slowly, as if answering an order older than memory.

From somewhere - from the sky, from the sea, from the stone beneath your feet - a voice. Not loud. Not thunderous. Deep. Patient. The voice of something that has been waiting as long as the beast has been circling below.

"The covenant is honored."

The Sovereign turns toward open water. Toward the horizon. Toward the armada that doesn't know what is coming.



The wind returns. The waves resume. The gulls scream. The Pyre burns.  
You did it.

#### DN NOTE

This is the end of the adventure. The Sovereign has answered the covenant and turned toward the armada. The signal fire tells Bal's navy to prepare. The party has succeeded.

Oceanus does not appear in physical form but his presence is felt. If the party placed the vial AND lit the pyre, the god's response is the voice and the Sovereign's turning. If a Cleric substituted their own blood, Oceanus acknowledges it - the voice adds: "Faith is blood enough."

The party can exit via D15 (back to the shores) to rendezvous with their ship's crew. A rescue vessel from Bal will arrive within hours of the signal.

REWARDS: Per the council's promise - payment in gold and magical items from Bal's vault (DN decides specifics based on party level and what feels right). The party returns as heroes. The city celebrates. The armada never reaches the harbor.

What happens to Vaelith, the mausoleum, and the island is left to the DN. The covenant has been renewed. Whether it is maintained by a new order, forgotten again, or abandoned is a story for another day.

#### NAVIGATION

West leads to G3 and the bridge back inside.

---

*End of Level 2 - The Altar Temple.*

**End of Salt and Bone.**

## PART 1: BESTIARY

### Monster Index

MONSTER	ROLE	LEVEL	LOCATION
Bone Harvester	Encounter	2	D10
Captain Harsk	NPC/Boss	2	D5, G2
Chalk Prowlers	Encounter	2	D3
Corrosive Ooze	Encounter	1	B11
Corsair Drell	NPC	1	B9
Depths Devourer	Set Piece	--	Sea Voyage
Drowned Scribe	Encounter	1	A5, B4
Drowned Scribe, Senior	Encounter	1	C7
Gargoyle Sentinel	Conditional	1	C11
Ink Wraith	Encounter	1	A6
The Sovereign	Narrative	--	G4 (finale)
Tide Crabs	Nuisance	1	C1
Vaelith, Covenant Warden	Final Boss	2	E2
Zombie Shambler	Conditional	2	E2

See **Monsters and NPCs Reference Guide** for details of monsters.



## PART 2: ADVENTURE-CREATED ITEMS

*These items were created specifically for Salt and Bone. They are tied to the adventure's story and mechanics.*

### Blood-Ink Vial

Found: A2, A6 | Type: Consumable

Dark red-black liquid, faintly warm. Functional Scribe ink. Required for the inscription puzzle door in B13. No combat use. Worth 25 GP to an alchemist in Bal.

### Bronze Stylus of Doryth

Found: A5 | Type: Tool/Weapon

Bronze stylus, sharp, wrapped in preserved leather. Functional as writing implement and improvised weapon (1d4 piercing). When used to write with blood-ink, lines glow faintly for 1 minute. Worth 15 GP.

### Jade Wave Pendant

Found: A5 | Type: Amulet

+1 to WIS Mind Saves (per Magic Stacking). Faint protective aura. Carved jade in wave shape. A Cleric or Wizard senses remnant protective prayer. Worth 30 GP.

### Scribe's Quill

Found: A6 | Type: Tool

Bronze-tipped quill with bone handle carved with tiny waves. +1 to Intelligence Chance Rolls related to deciphering text, inscriptions, or magical writing for 1 hour after use with blood-ink. One use per day. Per Magic Stacking. Worth 20 GP.

### Scribe's Mixing Kit

Found: A6 | Type: Tool

Waxed leather case: mortar, pestle, 3 empty vials, silver measuring spoon, recipe card for blood-ink. Recipe: 3 parts squid ink, 1 part royal blood (or blood freely given by one of



faith), salt of deep sea, mixed under no sun. Worth 20 GP. Gameplay note: Cleric's blood may substitute for royal blood as a rare emergency override.

### **Vaelith's Quill**

Found: A7 | Type: Tool

Masterwork bone-handled writing instrument inlaid with silver wire wave pattern. +1 to Intelligence Chance Rolls for 4 hours after use (per Magic Stacking). Permanent, no charges. The finest crafted tool in the mausoleum. Worth 50 GP.

### **Covenant Scroll**

Found: A7 | Type: Document

Complete copy of the covenant ritual text in sealed scroll tube. Functions as the answer key to the B13 puzzle door. Also valuable as historical document. Worth 75 GP to a scholar in Bal.

### **Ring of Breath Holding**

Found: B7 | Type: Ring

Silver ring set with blue sea-glass chip. Wearer can hold breath for 10 minutes instead of normal duration. One use per day. Per Magic Stacking. Worth 40 GP.

### **Brass Compass of Detection**

Found: B10 | Type: Wondrous Item

Tarnished brass compass. Needle points toward nearest active magic source (no limit, so even if its pointing, it could be a mile away beyond what you think might be housing magic), instead of north. Spins lazily when no magic nearby or can't be detected. Permanent. Worth 50 GP. Might be useful or misleading for detecting magic.

### **Driftwood Holy Symbol of Oceanus**

Found: B10 | Type: Holy Symbol

Wave curling around trident, carved driftwood. +1 to first divine spell cast each day for Clerics (per Magic Stacking). Warm to the touch. Worth 35 GP.



### **Scribe's Salve**

Found: B10 | Type: Consumable

Thick paste, smells of salt and iron. Restores 1d4+2 HP per application. Two applications in bottle.

### **Sea-Glass Idol of Oceanus**

Found: C5 | Type: Wondrous Item

8-inch carved idol of Oceanus, translucent blue-green sea-glass. Radiates calm when held. Cleric holding it while drinking from C5 pool recovers 1d4 HP (once per day per character). Relevant during Vaelith encounter on Level 2 - deals 1d6 radiant on melee touch against undead. Worth 50 GP to collector.

### **Scribe's Pass Token**

Found: C10 | Type: Wondrous Item

Polished stone disc with Drowned Quill emblem. Primarily useful on Level 2, but also recognized by the guardian threshold at C11 on Level 1. Bypasses the ward trap in E1, and causes Vaelith to hesitate (triggers Scenario 2 behavior). Worth 15 GP as curiosity.

### **Senior Scribe's Bone Stylus**

Found: C7 | Type: Tool/Weapon

Bone stylus carved from human finger bone, inlaid with silver. +1 to hit as improvised weapon (1d4 piercing). Text written with blood-ink glows 10 minutes instead of 1. Per Magic Stacking. Worth 30 GP.

### **Silver Incense Burner**

Found: E6 | Type: Wondrous Item

Nautilus shell-shaped silver burner. When lit with any incense/herbs, produces calming smoke: +1 WIS Mind Saves for 1 hour to anyone who breathes it. One use per day. Per Magic Stacking. Worth 30 GP.



### Sacred Coral of Oceanus

Found: E6 | Type: Consumable

Three dried coral branches in waxed cloth. When crushed and scattered, creates 10 ft radius that undead cannot enter for 30 seconds. Three uses total (one branch per use). Enormously valuable for Vaelith encounter.

### Tidal Dagger

Found: E11 | Type: Weapon

Dagger (1d4 piercing), blue-black metal, perpetually damp. +1 to hit and damage. Wound weeps saltwater for 1 round. Per Magic Stacking. Worth 75 GP.

### Coral Crown Fragment

Found: F7 | Type: Wondrous Item

+1 AC (per Magic Stacking). Breathe underwater 10 minutes, once per day. Broken piece of larger headpiece, calcified coral, warm and faintly luminous. The single most valuable treasure in the adventure. Worth 100 GP.

### Scroll of Oceanus's Rebuke

Found: E3 | Type: Scroll (Cleric only)

A scroll of aged but intact vellum, sealed in a waxed tube stamped with Oceanus's trident sigil. The ink is blue-black and faintly iridescent, as though it were mixed with seawater. The text is written in the old covenant dialect - legible to any Cleric who can read divine script.

When read aloud by a Cleric, the scroll channels a wave of Oceanus's divine authority outward from the caster. All undead within 30 ft must make a **WIS Mind Save Roll (TN 14)**. On a failed save, they take 2d6 radiant damage (DR does not apply) and are driven back 15 ft - if they cannot move back, they are knocked prone instead. Any undead that fail the save and have 15 HP or fewer remaining are destroyed outright rather than driven back. Undead that succeed take no damage and are not moved.

One use. The scroll crumbles to salt and ash the moment it is read. The scroll has no effect if used outside Oceanus's sacred sites - it will not function in the mausoleum below, only in the Altar Temple on Level 2, where the god's authority is present. Worth 60 GP to a scholar in Bal if carried out intact and unread.



## PART 3: SUGGESTED DN REWARDS

*The following items are from the Open Dungeons Magic Items - First Discoveries (book and online). They are suitable as council vault rewards, merchant purchases in Bal, or additional dungeon treasure at DN discretion. Organized by party level.*

### Level 1 Rewards (+1 items, consumables, minor permanents)

#### Weapons

- Bonecrusher Cudgel - 1d4, +1 to hit and damage. Ironwood club. (Fighter, Cleric)
- Duelist's Honor - 1d6, +1 to hit and damage. Elegant basket-hilt sabre. (Fighter, Thief)
- Duskblade Dagger - 1d4, +1 to hit and damage, +1d6 from concealment/surprise. Obsidian blade. (Thief)
- Quickblade - 1d6, +1 to hit and damage. Lightweight shortsword. (Fighter, Thief)
- Seafarer's Blade - 1d6, +1 to hit and damage. Salt-etched cutlass. (Fighter) [thematic]
- Shadowstrike Dirk - 1d4, +1 to hit and damage. Blackened throwing dagger. (Thief)
- Trueflight Shortbow - 1d8, +1 to hit and damage. Ancient yew bow. (Fighter, Thief)
- Cavalier's Pride - 1d8, +1 to hit and damage. Reinforced lance. (Fighter)
- Piercer's Reach - 1d8, +1 to hit and damage. Two-handed awl pike. (Fighter)
- Reaper's Edge - 1d8, +1 to hit and damage. Two-handed curved glaive. (Fighter)
- Wanderer's Staff - 1d10, +1 to hit and damage. Ironshod staff. (Fighter, Wizard)
- Warden's Flail - 1d10, +1 to hit and damage. Two-handed spiked flail. (Fighter, Cleric)

#### Armor

- Beastward Hide - +1 DR. Dire beast hide armor. (Fighter, Cleric)
- Dragonscale Replica - +1 DR. Shimmering scale mail. (Fighter, Cleric)
- Guardplate of the Sentinel - +1 DR. Breastplate with protective runes. (Fighter)
- Ironclad Splint - +1 DR. Heavy splint, weight distributed. (Fighter)
- Links of Warding - +1 DR. Silvered steel chain shirt. (Fighter, Cleric)



Quilted Warder - +1 DR. Padded armor that hardens on impact. (All classes)

Riveted Guardian Armor - +1 DR. Studded leather with steel rivets. (Fighter, Cleric, Thief)

Shadowtanned Leather - +1 DR. Silent dark leather. (Thief) [thematic]

### **Shields**

Aegis of the Protector - +1 AC while equipped. Steel-reinforced shield. (Fighter, Cleric)

### **Amulets and Jewelry**

Hearthstone Pendant - +1 Tough saves, comfortable temperature 10 ft radius. (Any)

Silverleaf Pendant - +1 Mind saves, glows near undead within 30 ft. (Any) [highly thematic]

Stonehide Amulet - DR +1. Rough-carved stone, skin takes stony texture. (Any)

Fortitude Band (Ring) - +2 maximum hit points. Bronze ring with iron core. (Any)

Wardring - +1 to all saves. Silver band with protective runes. (Any)

Everwarm Band (Ring) - +1 Tough saves vs cold, snow melts near wearer. (Any) [thematic for sea travel]

### **Potions (consumables, generous for Level 1)**

Potion of Minor Healing - Restore 1d6+2 HP. One use. Common.

Potion of Healing - Restore 2d6 HP. One use.

Potion of Nightvision - Nightvision 60 ft for 2 hours. One use.

Potion of Shield - +1 AC and DR +1 for 30 minutes. One use.

Potion of Water Breathing - Breathe underwater 2 hours. One use. [highly thematic]

Potion of Warding - +1 to one save type for 6 hours. One use.

Potion of Iron Stomach - Immune to ingested poison/disease 12 hours. One use.

Potion of Ironhide - DR +1 for 8 hours. One use.

### **Scrolls**

Scroll of Light - Bright light 20 ft radius, 1 hour. (Wizard, Cleric)



Scroll of Detect Magic - Sense magic within 30 ft, 10 minutes. (Wizard, Cleric)

Scroll of Feather Fall - No fall damage 10 minutes. (Wizard, Cleric)

Scroll of Vital Mending - Restore 2d6+2 HP on touch. (Wizard, Cleric)

Scroll of Lockbreak - Unlock any non-magical lock. (Wizard, Cleric)

Scroll of Water Walking - Walk on water 1 hour. (Wizard, Cleric) [thematic]

### **Wondrous Items and Other**

Everflame Torch - Bright light 20 ft, never goes out, no heat/smoke. Permanent.

Charm of Luck - Once per day reroll any die, take better result. 1d3 charges.

Four-Leaf Clover - Once per day reroll one failed save. 1d6 charges.

Driftwood Wand - Push/pull creature 30 ft (Quick save). 1d4 charges. [thematic]

Ironbark Wand - Heal 1d6+1 HP with touch OR 1d6 force bolt 60 ft. 1d4 charges.

Echo-Stones - Send 25-word message to paired stone, any distance. 1d3 uses.

Cloak of Protection - +1 to all saves. Permanent. Subtle shimmer.

Boots of Soft Step - Footsteps make no sound. +2 to silent movement. Permanent. (Thief)

### **Level 2-3 Rewards (+1 to +2 items, stronger consumables)**

#### **Weapons**

Corsair's Fang - 1d6, +2 to hit and damage. Serrated cutlass. (Fighter) [highly thematic]

Razorsharp Shortsword - 1d6, +2 to hit and damage. Impossibly sharp. (Fighter, Thief)

Bladedancer's Edge - 1d6, +2 to hit and damage. Perfect balance sabre. (Fighter, Thief)

Eagleeye Bow - 1d8, +2 to hit and damage. Incredible range. (Fighter)

Harvester's Blade - 1d8, +2 to hit and damage. Two-handed curved glaive. (Fighter)

Skullpiercer Pike - 1d8, +2 to hit and damage. Masterwork steel pike. (Fighter)

Viper's Fang - 1d4, +2 to hit and damage. Silent throwing dagger. (Thief)

Vitality Staff - 1d4, +2 to hit and damage, +2 max HP, arcane focus. (Wizard)

Sentinel's Flail - 1d10, +2 to hit and damage. Multiple chain flail. (Fighter, Cleric)



## **Armor**

Greatbeast Hide - +2 DR. Ancient beast hide. (Fighter, Cleric)

Ironbound Leather - +2 DR. Studded leather with iron reinforcements. (Fighter, Cleric, Thief)

Masterwork Quilted Armor - +2 DR. Padded with protective wards. (All classes)

Nightwalker Leather - +2 DR. Black leather, nearly soundless. (Thief) [thematic]

Serpentscale Mail - +2 DR. Flexible serpent-like scale mail. (Fighter, Cleric)

Silvered Chain Shirt - +2 DR. Silver-threaded links. (Fighter, Cleric)

## **Shields**

Bulwark of the Defender - +2 AC while equipped. Steel-banded wooden shield. (Fighter, Cleric)

## **Amulets, Rings, Circlets**

Insight Pendant - +1 Wisdom (max 18). Crystal pendant. (Cleric, Wizard)

Lifeblood Pendant - +3 maximum hit points. Ruby pendant. (Any)

Pendant of Vital Force - +1 Constitution (max 18). (Any)

Vitality Amulet - +1 Constitution (max 18). Jade pendant. (Any)

Circlet of Wisdom - +1 Wisdom (max 18). Bronze circlet. (Cleric)

Headband of Intellect - +1 Intelligence (max 18). Silver headband with sapphire. (Wizard)

Mindband (Ring) - +1 Intelligence (max 18). (Wizard)

Featherfall Band (Ring) - Fall safely, no damage. 1d3 charges. (Any)

Springheel Ring - Triple jump distance. 1d4 charges. (Any, especially Thief)

## **Belts, Boots, Bracers, Cloaks**

Belt of Dexterity - +1 Dexterity (max 18). (Thief, Fighter)

Titan's Girdle - +1 Strength (max 18). (Fighter)



Whisperleaf Boots - Silent movement, no tracks, +2 stealth. (Thief)

Deflection Bracers - +1 AC when not using shield. (Wizard, Thief)

Frostbite Bracers - +1 to hit/damage with ranged, +1 cold on arrows. (Fighter, Thief)

Cloak of Elvenkind - +2 stealth in natural environments. (Thief, any)

Mantle of the Bear - +3 maximum hit points. Dire bear fur cloak. (Fighter, any)

Traveling Robes - +1 AC without armor. Comfortable in all weather. (Wizard)

Robes of Protection - DR +2 without armor. (Wizard)

### Potions

Potion of Haste - +2 DEX, +2 AC, double movement, 20 minutes. Weary after. One use.

Potion of Heroism - +2 to all saves, immune to fear, 1 hour. One use.

Potion of Invisibility - Invisible 10 minutes or until attack. One use.

Potion of Stoneskin - DR +2 for 2 hours. One use.

Potion of Sharpness - Weapon attacks ignore DR 2 or less, 1 hour. One use.

Potion of Strength - +2 STR bonus, 1 hour. One use.

Potion of Spider Climb - Climb walls/ceilings at normal speed, 2 hours. One use.

Potion of Truesight - See invisible and through illusions, 10 minutes. One use.

Potion of Vigor - +3 maximum HP for 4 hours. One use.

### Scrolls

Scroll of Aegis - +2 AC for 30 minutes, blocks projectiles. One use.

Scroll of Burning Hands - 15 ft cone, 2d6 fire (Quick save halves). One use.

Scroll of Mage Armor - +2 AC for 8 hours. One use.

Scroll of Sleep - 2d6 HP of creatures sleep in 20 ft radius (Mind save). One use.

Scroll of Strength - +2 STR (max 18) for 1 hour. One use.

Scroll of Veil - Target invisible 10 minutes or until attack. One use.

Scroll of Web - 20 ft cube of webs, 10 minutes (Quick save or trapped in place). One use.



## Wands

Wand of Unerring Bolts - Fires 1d3+1 darts, 1d6+1 force each, auto-hit, 60 ft. 1d4 charges.

Ironbark Wand - Heal 1d6+1 OR force bolt 1d6 at 60 ft. 1d4 charges.

## Wondrous Items

Doomward Talisman - Prevent being reduced below 1 HP (once). 1d2 charges.

Bottle of Endless Smoke - 60 ft radius smoke cloud, 1 hour. 1d6 charges.

Dust of Blindness - Thrown at face: blindness 1d4 rounds (Quick save). One use.

Gossamer Wings - Glide safely from any height. 1d3 uses.

Desiccation Dust - Absorb 75 gallons liquid, recreate as pellet. 1d4 uses. [thematic for water-heavy adventure]

---

## Reward Guidelines

The council promised payment and magical items from Bal's vault for successful completion. DN decides specifics based on party level and what feels appropriate for the campaign.

### Suggested Baseline:

Attempt payment (all parties, even if failed): 50 GP per party member, paid upfront before departure.

Success payment: 200 GP per surviving party member upon return to Bal.

Vault rewards: 2 magic items per surviving party member, chosen from the Level-appropriate suggestions above. The DN may let players browse the list and choose, or may pre-select items that fit each character's class and playstyle.



### **Economy Notes:**

The total treasure found inside the adventure (both levels) is approximately 300-400 GP in coin and sellable items. This is intentionally modest. The real wealth comes from the council's payment and vault rewards. Keep the dungeon loot practical - the players are here for a mission, not a shopping spree.

Cartographers in Bal will pay 100-200 GP for a complete map of the island's interior, if players mapped their exploration. This is bonus income for thorough parties.

### **End of DN Reference Document**

Salt and Bone • [OpenDungeons.com](http://OpenDungeons.com)