

# Quest for the Ruby Amulet

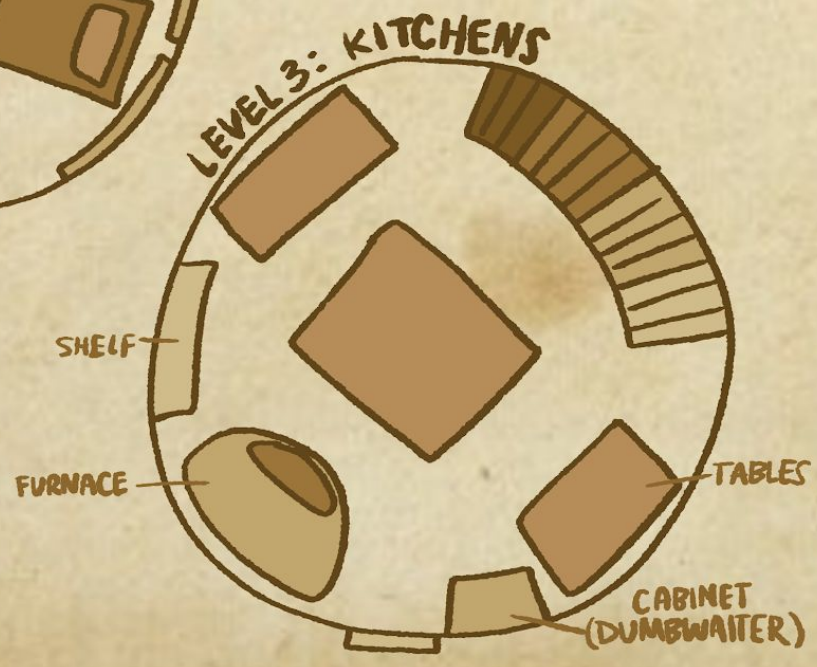
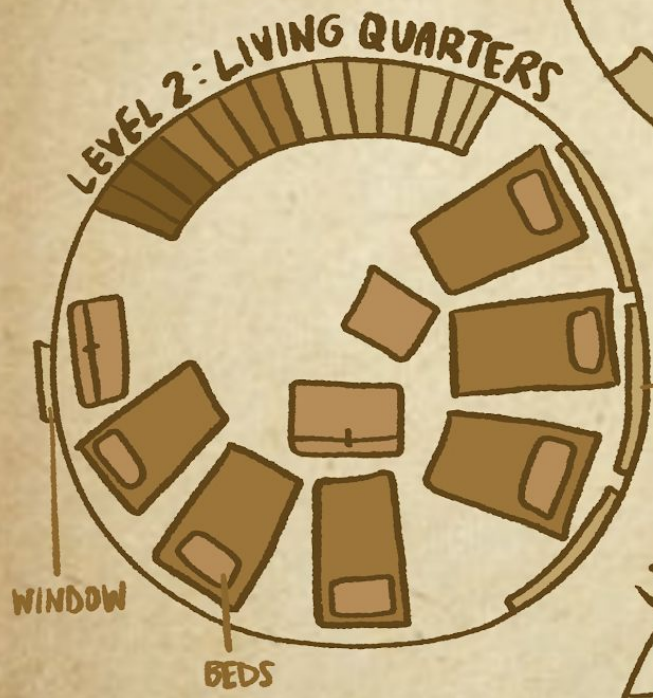
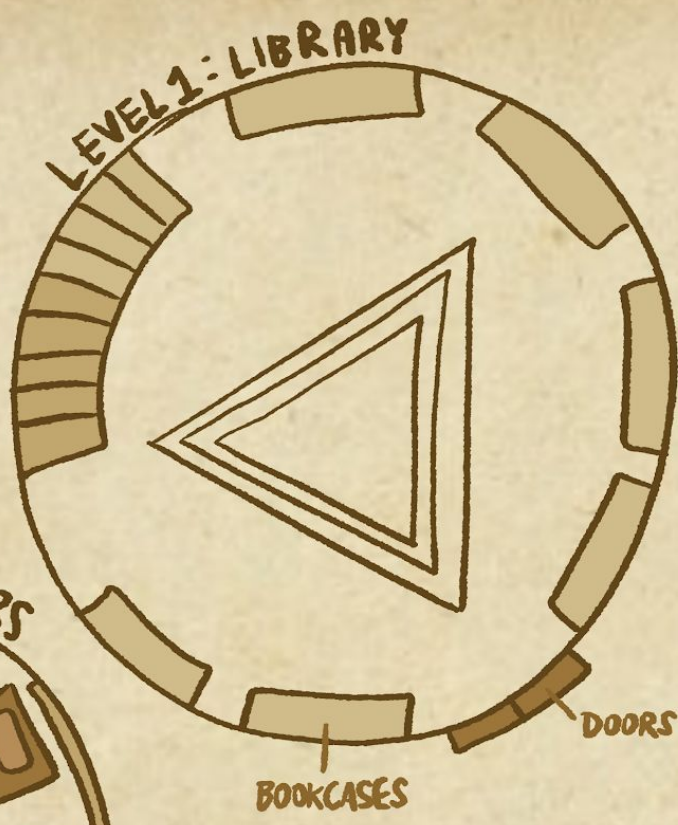
A D&D MODULE

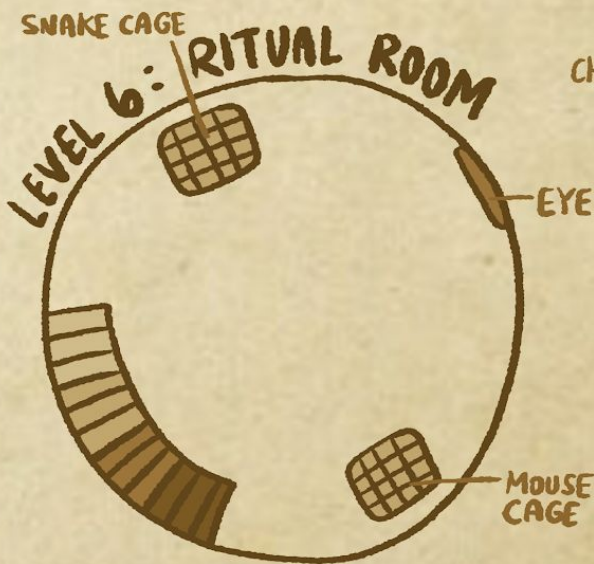
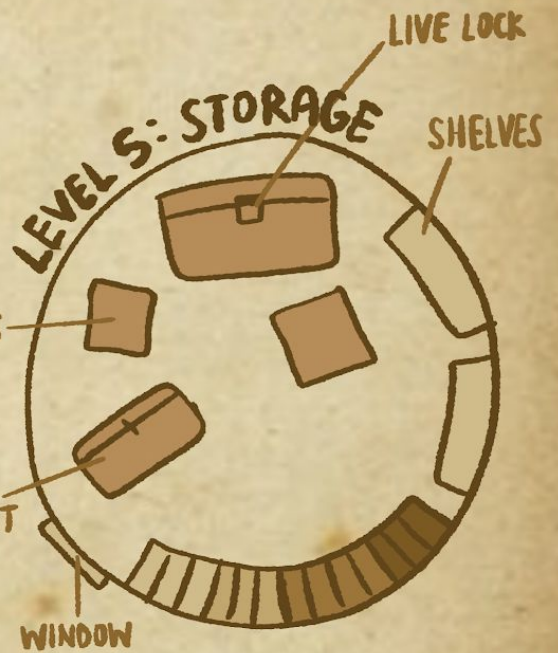
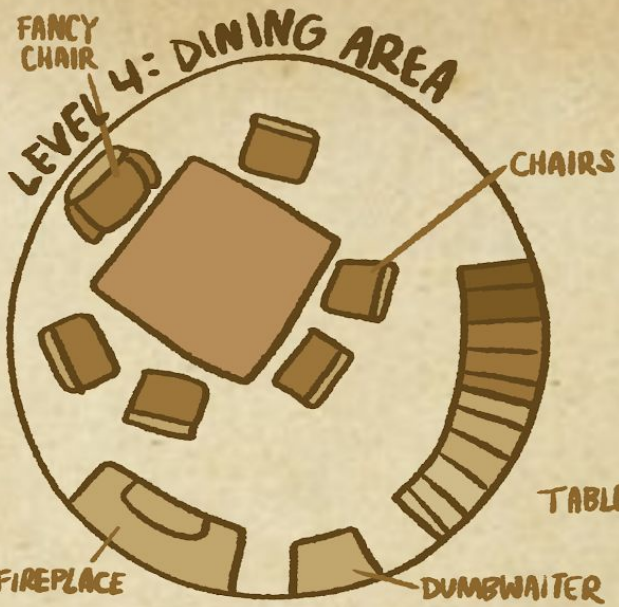
Juliette Amorati | 2019

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# TOWER OF DINEMA





## READING THE MODULE

Orange-background text should be read aloud to players upon entering a new room or situation.

**Bolded words** refer to items in either Appendix A: Characters, Appendix B: Monsters, or Appendix C: Other. They will be specified by the letters 'A', 'B', or 'C'.

***Bolded and italicized words*** refer to sections of the module.

Red-background text indicates interactions and responses, such as dialogue.

Purple-background text will begin with 'Note:' and indicates information for the DM regarding what the players must learn during a section, and how to guide them into doing so.

## BACKGROUND

### Dimiourgia

Dimiourgia is a realm that hosts a variety of creatures, from goblins to mermaids to manticores. It is a realm of magic too, some of which is dangerous and only practiced by elders or criminals.

The creatures of the realm get along with each other to an extent—they have to—but there is a division between races. Species prefer their own people, and some refuse to accept others into their towns. This phenomenon has resulted in many regions of Dimiourgia housing one specific race, and smaller, less-populated towns become havens to a variety of less common species, all living together. Although, even in these

towns a person's bloodline is seen as important, and half-breeds are looked down upon.

### Asanerek

Within Dimiourgia is Asanerek, a region founded and run by elves. Asanerek was, at one point, a little known region on the edge of the Cerlyn Sea. But it was soon discovered by a band of curious elves, who stopped and settled. They were drawn to the cool sea breezes and the light rains, as well as the beautiful coastal cliffs.

Near the center of Asanerek was where the elves finally settled. Not too far from the sea, and not too close either. Much to their delight, they found that the land was rich in gems and minerals. They began to mine and created for themselves a great fortune. That is when they named the region 'Asanerek,' meaning 'cave' or 'big cave' in elvish.

### Thamion

With their resulting fortune, most of the elves moved away from the mines and into a new city that they called Thamion, or 'near diamond'. This city was built in the southern part of Asanerek, close to the coast. Armed with wealth and promising prosperity to anyone willing to trade, Thamion became a huge hub of commerce. Not only did it bring in goods and creatures from across Asanerek, it became a storehouse of knowledge beyond just the realm of Dimiourgia.

The founding elves of Thamion valued knowledge and kept meticulous records. They brought in knowledge of other places and things through the realm-wide trade, and compiled this information into a library

of sorts. The Avaenial Archives is now considered a landmark of Asanerek, and is one of the most thorough archives across the realms. ('Avaenial', another elvish name, means 'true house' or 'house of truth'.) The archives are located in the center of Thamion, and all are welcome inside.

Thamion is generally welcoming to all races, a radical thing in Asanerek, but elves still run the city. No one of any other race has ever gained significant wealth or power in Thamion, and the elves intend to keep it that way. Nonetheless, the other races that live and work in the city experience much less discrimination than if they lived anywhere else in Asanerek.

## **Dinema**

The mining town, called Dinema, grew with the elves' wealth, prompting the elves to bring in cheap laborers to continue to mine. These laborers were mostly half-breeds, born out of wedlock, or otherwise discriminated against, and willing to work for less.

The overseers of the mines are elves that stayed behind, while others left to build Thamion. But, they didn't want to live like they were mere miners. So, to separate themselves from the half-blooded workers, the elves built for themselves two awe-inspiring, spiraling towers.

These elves became hungry for knowledge and greedy for power. They gained knowledge from the travelers and traders on their way to Thamion, and even gathered knowledge of dark and dangerous magic. They were wealthy and unchecked, alone and inquisitive. Over time they became more and more corrupt, leaving the laborers

to fend for themselves and eventually forgetting about the mines altogether. They retreated fully into their towers, and although there are few of them, they have a vast knowledge of magic and rituals, so no one dares confront them.

Though the condition of the miners was never ideal, Dinema has become one of the poorest areas in Asanerek. Discounting the elves in their towers, the citizens of Dinema are all considered lowlifes, and live in small stone houses. Even with the rapidly depleting state of the mines, most of the miners have nowhere else to go; Dinema is one of the only places that accepts halfbreeds.

In recent years, no one from Thamion dares enter Dinema. The educated elves of Thamion don't even consider the tower-dwelling elves the same species anymore after they spent so many years locked up in their towers practicing untested magic and rituals. The Thamions even renamed them to Misos elves, coming from the Greek word for hatred. The elves of Dinema have transformed into something dark and sinister, yet they remain untouchable and are rarely seen.

'Cursed' is the word most will use to describe the town, and travellers are warned to avoid it. Nonetheless, many still travel a nearby route just to get a glimpse of the infamous towers and their glory. No one knows for sure what goes on in the towers of Dinema, and none dare to find out.

## **Gelt Lohiim**

Gelt Lohiim ("metal town" in dragonspeak) is located on the outskirts of the region of Asanerek, and is home to the

Fenkenkabradon dragonborn clan, who is known for their proficiency in jewelry making and their red scales. At first, the clan enjoyed some years of prosperity after making a deal with the elves in Thamion. They bought their gems from the mines and turned them into jewelry to sell back. However, as the number of gems mined became too small to support the clan, some members were forced to move further into Asanerek to find work. This left Gelt Lohiim as a small, fairly poor community.

The residents of Gelt Lohiim know a variety of crafts, including sorcery, a skill passed down through blood. The dragonborn still craft jewelry today, and imbue all their pieces with magic in order to sell them for a higher price.

## INTRODUCTION

The PCs are invited to a pub in the region of Asanerek, near Gelt Lohiim, by **Andrux (A)**. She is hiring the party to find a family heirloom of hers: a **Ruby Amulet (C)**. She will not tell them why she needs it, just that she would like to have it back in the family.

She will tell PCs that the last she heard, the amulet was in Dinema with her cousin Vakuth. She doesn't know why he has it.

### Talking to Andrux

#### Questions about any location

She will tell you everything she knows (see *Background*).

#### Questions about the amulet

She will describe the amulet physically (see **Ruby Amulet (C)**), but say she knows nothing more about it.

### No questions

If PCs ask no questions, Andrux prompts them with: *"Don't you want to know anything about where you're going?"*

## PART 1: DINEMA

The path into town becomes more and more rocky and overgrown, until you're not sure you're even on the right path anymore. The only indication that you've gone the right way comes from a small wooden stump with a sign nailed to it. 'DINEMA' is crudely carved into it.

You crest a small hill and to your left see rows of run-down houses, and mountains past them. To your right is more empty, hilled land, but you can see the tips of two towers in the distance.

Players can continue into town (see *Entering Town*) or go towards the towers (see *Approaching the Towers*).

### Entering Town

Note: PCs should attempt to speak with at least one miner while in the town. If they are not leaving for the towers after doing so, make the sky get darker and darker, only getting lighter when they move towards the towers.

The sky darkens slightly as you walk closer to the town. The houses are small and dilapidated, and you can see people in the doorways and windows, watching you. A few people are out in the streets, but everyone is eerily silent.

## The Sky

The further PCs travel into town, the darker the sky gets. If they go far enough towards the mountains, the sky will become completely dark, and PCs will be unable to see. When PCs backtrack, the sky will become lighter again. This is a part of the spell on the town from the Misos elves.

## Miners

The townspeople of Dinema are all kinds of mixed races. They are under a sculpt sound spell from the Misos elves, which affects their ability to communicate. They can't understand PCs or each other, and will not initiate any interactions.

Miners will respond to most interactions with confusion, gibberish words, shrugs, or hand signs. Some miners may become aggravated if they are talked to for a long period of time, and others may ignore PCs completely, knowing that they won't be able to communicate.

Miners that are asked about the towers or the language barrier will point in the direction of the towers in accusation.

## Houses

The houses are in varying stages of disrepair, and some are even collapsed in on themselves. PCs who try to enter any houses will be stopped by a miner speaking gibberish, offended that the PC was trying to enter their house.

## Mountains

The mountains are located at the far end of the town. PCs can see that the entrances to the mines are built into the mountains. PCs cannot enter the mines, though; the sky will

become completely dark before they can reach the mountains.

## Approaching the Towers

A stone path leads to the two towers, which are nearly identical except for the lack of door on the right one. The towers emit transmutation magic, specifically sculpt sound.

Two towers stand before you, both breathtakingly beautiful in architecture. They twist into the sky like two giant spiraling horns, both at least 100 feet tall. The surrounding area is overgrown with weeds, and ivy covers the base of both towers. Only the tower on the left seems to have a door.

A successful DC 6 History check reveals the backstory of the Dinema towers (see *Dinema*).

Note: PCs who have not spoken to any townspeople yet should be briefly approached by a distressed miner who attempts to speak to the PCs (see *Miners*).

## Right Tower

This tower has no door, and all the windows are too high up to reach, even from climbing. This tower cannot be entered by PCs.

## Left Tower

### Door

The door is tall and skinny and nearly covered in ivy. Removing the ivy will reveal a carved symbol: a **Triangle Inscription (C)**. That projects an illusion chosen by the DM.



When the illusion is defeated, a DC 10 Strength check is required to open the door. The door opens to **level 1**.

### Windows

The lowest window is located 20 feet up. The tower does not have many footholds, and is slippery to the touch. PCs are unable to climb to this height.

## Level 1: Library

The ground floor of the tower is a library. The room is dark unless the door to the tower is open, letting in light. There are unlit torches mounted on the walls.

The circular room is lined with shelves, all of them overflowing with books and scrolls. Across the room there is a staircase going up. The center of the room is empty, revealing another triangular inscription on the floor.

### Books and Scrolls

PCs that try to read anything will be unable to identify the language, but it is most similar to elvish.

### Floor Inscription

The inscription is another **Triangle Inscription (C)**, like on the tower door, that takes up most of the floor space.

### Front Door

The front door locks behind you.

### Staircase

There is a staircase that hugs the wall, winding with the shape of the tower. It leads up to **level 2**.

## Level 2: Living Quarters

The second level is the living quarters for the elves. It is lit only by a small amount of light coming through the window.

Six beds are set up around the perimeter of the room in a semicircle. In the center of the room sits a small end table, and next to it, a chest. Another chest is positioned near the staircase, underneath a window. There are three large tapestries hung up above the beds, covering most of the wall space.

### Tapestries

The tapestries tell the history of Dinema and its towers. The first tapestry is an image of the original elves in Dinema working the mines. The second is of the elves holding gems and jewels, on their way to build Thamion. The third is of the remaining elves beginning to build their towers. A successful DC 8 Perception check will reveal Dinema's history (see *Dinema*).

### End Table

The end table has an unlit candle and a book on it. The book is in an unknown language, the same as all the books in the library, but if a PC opens it an almost comically-large key will fall out of the pages. It unlocks either **Live Lock (B)** in **level 5** or **level 8**.

### Chests

Both chests have folded robes and a couple of sets of boots in them. They are bland and itchy, and offer no significant protection value.

### Staircase

The stairs lead down to **level 1** and up to **level 3**. A PC that completes a DC 8 Perception check can hear movement

upstairs, and with a DC 12 Perception check also notices the smell of sweet bread.

### Level 3: Kitchens

The third level is the kitchens, worked by **Tower Golems (B)**. It's well lit by the furnace and torches on the walls.

Four golems are busily cooking. A large table stands in the center of the room, low to the ground and covered in foodstuff. A large furnace is positioned across from the stairs, a fire blazing in it. The other tables and the shelf in the room are overflowing with even more ingredients. Next to one of the tables is a cabinet built into the wall. The whole room smells pleasantly of freshly baked bread.

#### Golems

There are four golems in the room. One of them has a large key in its pocket that unlocks either **Live Lock (B)** in *level 5* or *level 8*.

#### Furnace

A fire is blazing inside the furnace. The opening of the furnace is large (large enough to fit a regular-sized creature) and low to the ground. Bread is baking inside.

#### Cabinet (Dumbwaiter)

PCs that inspect or open the cabinet will discover that it is actually a dumbwaiter that leads up to *level 4*. Small creatures can fit inside.

A pull chain is on the wall next to this cabinet, fairly low to the ground for the golems to reach. The chain controls the dumbwaiter.

#### Staircase

The stairs lead down to *level 2* and up to *level 4*.

### Level 4: Dining Area

The fourth level is a dining area. It is lit by candles sitting on the table and on the mantle of the fireplace.

A large table takes up most of the room. It is set but there is no food on the table. Six chairs are positioned around the table, but one of them is larger and more elaborate than the others. There is an unlit fireplace, and next to it, another cabinet built into the wall.

#### Table

The table is set with very nice and expensive dinnerware. Candles are lit on the table, but no food is present.

#### Fireplace

The fireplace is unlit, and there are fireplace tools sitting nearby. Sitting on the mantle are some lit candles, a whistle (**Whistle of Appeasement (C)**), and a few *wooden carvings*.

#### Wooden Carvings

All of the carvings are very detailed and skillfully done. Two of the carvings are the Dinema towers. One of them is an elf with its hands over its eyes. One of them is a snake but it only has one large eye. None of the carvings have any special properties.

#### Dumbwaiter

The cabinet is another dumbwaiter, which leads down to *level 3*. Anything that travels up the Dumbwaiter emerges here.

### Staircase

The stairs lead down to **level 3** and up to **level 5**.

## Level 5: Storage

Level five is a room of storage.

Chests, shelves, small tables, and logs of wood are scattered around the room. Every open surface is covered in containers of dried plants, powdered minerals, and other ingredients. One of the chests is larger than the rest, and has a most unusual lock.

### Shelves

The two shelves are stocked full of ingredients: bat wings, jars with strange organs in them, dried frog legs, pickled ogre toes, and oily eggs.

### Large Chest

The lock on this chest is a **Live Lock (B)**. If the live lock makes a noise, it will alert one of the Misos elves in **level 6**, who will come downstairs to investigate.

Inside the chest are 50 gold coins, two potions of fire resistance, and a skeleton that's missing a femur bone.

### Staircase

The stairs lead down to **level 4** and up to **level 6**. When all else is quiet, chanting can be heard coming from **level 6**.

## Level 6: Ritual Room

Level 6 is where the Misos elves practice magical spells and perform rituals and ceremonies.

A short ring of fire encircles five Misos elves standing in the center of the room. They are chanting in time with one another. Strange

symbols cover the floor and ceiling. A cage of snakes is suspended from the ceiling to the left, and a cage of mice to the right, their little teeth chattering. Mounted to the wall directly across the room is a large, bronze eye.

Upon entrance, players see the **Eye (C)** and must make a saving throw to resist its thrall.

### Misos Elves

The **Misos Elves (B)** are chanting in elvish, but if deciphered it's found to be strings of seemingly random words.

The elves will notice the PCs and stop their chanting once the PCs are off the stairs and in the room.

One of the elves picks up a femur bone from the ground and chants a few words, pointing the bone at the ground. All five elves blink out of view, and the fire that had been surrounding them jumps to the staircase, blocking your exit. The snake cage pops open, and the symbols around the room glow red. From the corner of your eye you can see the pupil of the eye statue glisten like water.

### The Eye

It looks like water is flowing over the pupil of the **Eye (C)**. If the pupil is touched, a great deal of water will flow from it, putting out the symbols and the fire on the stairs.

### Snake Cage

The six **Snakes (B)** escape their cage and slither about the room. If there are mice nearby, the snakes will move towards them to eat them. If players come within 5 feet of one, the snake will strike, unless it is eating a mouse.

### Mouse Cage

Little mice nibble on the cage bars, screeching to get free. PCs can open the mouse cage with a DC 8 Strength check. Once free, they will scurry randomly across the ground, trying to eat everything they come across.

### Symbols

The symbols are about a square foot each, spread out 4-5 inches from each other. They are in the same language as the illegible books in the library.

If PCs step on any symbols, they must make a DC 10 Reflex saving throw to avoid fire damage. Once a symbol is stepped on or if it touches water it will stop glowing and will no longer cause damage.

### Staircase

There is fire on the stairs, but nothing is burning. It blocks entry and exit but doesn't spread into the room or to any other level.

The stairs lead down to **level 5** and up to **level 7**.

## Level 7: Artist's Workshop

In the center of the room is a large table covered in detailed wooden carvings. It looks like a miniature town. Around the room there are some shelves and a telescope, which points out one of the windows.

The Artist is sitting at a desk with his back to the stairs. He is wearing a tattered robe and is clutching a chisel in his left hand and a wooden carving in his right. He whispers to himself in a strange and barely-audible language. The Artist sets down his carving when you come in, almost like he'd been expecting you.

### The Artist

The **Artist (B)** has been watching you through the Eye in **level 6**, and saw everything you did in there.

The figure he just finished carving has a striking resemblance to the PC who touched the **Eye (C)**. This PC is now under the same sculpt sound spell that the miners are under, and can no longer understand any other characters, or communicate with them.

### Carvings

The carvings on the table represent a perfect replica of the mining town below.

### Breaking the Spell

If any one figurine is destroyed or altered significantly, then the spell on that particular person is broken.

To break the spell on everyone, the Artist must be killed.

### Desk

The figurine that looks like one of the PCs sits on the desk, along with a lot of wood carvings, some chisels, and a set of paints.

### Shelves

The shelves are chock full of uncarved wooden blocks, brushes, and a variety of colorful ingredients presumably used for making paint.

### Telescope

The **Telescope of Extreme Zoom (C)** is pointed down at the mining town. PCs that look into it can see individual miners shockingly clearly.

### Trapdoor

The trapdoor is built into the ceiling, and can be opened by pulling a chain located just

below it, between two of the shelves. When the chain is pulled, the door opens and a ladder rolls out. The ladder leads up to **level 8**.

The Artist will try to prevent PCs from going up into the attic.

### Staircase

The stairs stops here, and only lead back down to **level 6**. The Artist will attempt to stop PCs that try to leave by casting an illusion of something scary.

### Engaging with The Artist

#### Conversing

If addressed, he will respond in common, and warn you to leave. He will say that you're not allowed here.

#### Attacking

If attacked, he will fight back with magic, as well as use illusion magic to distract and intimidate PCs.

### Level 8: Attic

The trapdoor opens up to a small attic with a low, pointed ceiling. There are a few small tables covered in dust and two chests: a small one and a large one.

#### Chest

There's a potion of healing and 900 gold in this chest.

#### Large Chest

This chest has a **Live Lock (B)** on it. Inside is a random assortment of what looks to be children's toys, including the **Drum of Shock (C)**, a picture book, and a stuffed bird. There is also a pair of **Stripy Socks (C)**.

### Trapdoor

The trapdoor leads back down to **level 7**.

### Leaving the Tower

Note: PCs should not leave the tower until they have broken the spell on the miners.

When the Artist is dead, PCs can leave out the front door of the towers, avoiding any enemies that may have been left behind. When PCs leave the tower, they are approached by some miners.

### Speaking to Miners

#### When addressed

Miners that are spoken to directly will respond with what they know, and be quite friendly about it.

#### Questions about Vakuth

Miners will tell you that Vakuth's house is on the western side of town, and that it has a red banner flying outside. Miners may even take you there, but they require a bribe. They'll take pretty much anything.

#### When not addressed

Miners all around Dinema will be speaking excitedly to each other about everything. They may approach the PCs and tell them thank you, or even ask them how they fixed the curse.

### Finding Vakuth's House

The houses in Dinema are worn and broken down, but the people seem to have renewed energy. The streets are filled with people chattering incredulously, and they all stare at you in shock or awe as you pass.

### Vakuth's house

Most houses look the same, but Vakuth's house has a red banner flying from a dead tree just outside his house. Both **Vakuth (A)** and **Khass (A)** are inside.

#### Talking to Vakuth

##### Bribes

Vakuth will accept any and all bribes to get him to talk. He will answer questions without bribes, but requires a lot of direct questions. He's very forthcoming when given something in exchange.

##### Questions about the amulet's location

At first, Vakuth will only tell you that it's in the city of Thamion now. When pressed, he'll say it was stolen, but he looks like he's lying. If called out, he'll admit that he sold it to a traveling salesman.

##### Questions about the salesman

He will tell you that he was a snake-man named Zatessi.

##### Khass

Vakuth's wife, **Khass (A)** will hang around during the conversation, but not speak much.

Note: If the PCs leave without Vakuth telling them about Thamion or Zatessi, Khass will give them this information.

## PART 2: THAMION

The land here is mainly made up of cliffs and otherwise sharp juts of land. And though you can't see the sea, you can feel the crisp sea breeze from the water. The houses oversee the streets, which flow naturally through the cliffs. Every house is

large and ornate, placed sporadically on the cliffs above you.

The further you walk, the more dense the elven crowds become. Those that aren't elves are behind stalls, selling wares. Most of the streets are lined with the merchants, all calling out to the passing elves.

### Thamion Elves

The elves don't acknowledge or reveal information to PCs unless they are elves. They look down on non-elf PCs, and assume them to be uneducated.

### Avaenial Archives

In the heart of the city is a building larger than all the rest. It's at least five stories high, with a large arched doorway, elaborately made. The entire building is built in a beautiful gothic style, with intricately carved columns and flying buttresses.

Here PCs can research any items in *Appendix C* or history they'd like to learn about. There are also maps of the city here. The head archivist will assist the PCs by giving them any information they ask for.

### Talking to Zatessi

**Zatessi (A)** has a booth of eclectic items that he is selling down a street near the Avaenial Archives. There are other merchants down this street, but he is the only snake-man.

Zatessi will not give the PCs information without something in return. He can be intimidated or bribed into telling you that he sold the amulet to an elf named Lothuen, who lives here in the city.

PCs can also buy products off of Zatessi.

## Lothuen's House

Lothuen lives in a large house with his wife Silarria. They can be talked to and persuaded into handing the **ruby amulet (C)** over, or PCs can steal the amulet from them.

## PART 3: VORTHGANDR

Once the PCs have the amulet, they must bring it to a forest at the edge of Asanerek. Andrux awaits in a clearing in the forest with a ruby shard.

Andrux fits the ruby shard into the amulet, restoring it to its full power. She then summons Vorthgandr to make him pay for abandoning her and her people.

Vorthgandr does not feel any remorse, and says that he cannot be bound to family that he's never known. They will both poise to fight.

PCs then have the choice to take her side or Vorthgandr's. If PCs don't immediately side with the dragon, he will assume you are against him, and attack all of you.

An epic boss fight ensues, and the adventure ends when one side wins.

# APPENDIX A: CHARACTERS

## Andrux

*Dragonborn, Sorcerer*

### Appearance

Andrux is a female dragonborn - half dragon and half human, and is covered in bright reddish-pinkish scales. She's 6'4", slightly below average dragonborn height, and overall less intimidating than most would expect from a half dragon. She is wearing light armor with a billowy cloak overtop, masking most of her shimmery scales. Her face, though reptilian, has intense, bright golden eyes.

### Fighting Style

As a sorcerer, Andrux fights with magic. She knows mostly enchantment and charming spells, and she will use that to her advantage. Once she begins a fight, she is too stubborn to back down, and will see the fight through to the end.

### Motivations

Andrux is a proud member of the Fenkenkabradon clan, and will do anything to protect and stay loyal to her clan, at any cost. She wants revenge on the dragon Vorthgandr, and to do so must obtain the **Ruby Amulet (C)**.

### Backstory

Andrux lives in Gelt Lohiim and is closely related to her fully-dragon ancestor. As signified by her brightly-colored scales, she is a fifth-generation dragonborn, and a descendant of the dragon Vorthgandr.

Andrux learned about Vorthgandr from her mother, who had always been bitter about

how the dragons had left their half-human children to fend for themselves while they lived far, far away, hoarding fortunes untold. This viewpoint was driven into Andrux, who grew up wanting revenge on the dragons for never helping her clan while they struggled to get by.

During one of her trips to Thamion, Andrux learned of an old family heirloom. It was a ruby amulet that had the power to summon any dragon. It had belonged to the Fenkenkabradon clan, but was missing one ruby shard, rendering it unusable. Now, no one quite knows where it went.

From then on, it became Andrux's goal to retrieve the ruby shard, or create a new one, and use the amulet to get revenge. It has taken her years, but she finally obtained a ruby shard that she is sure will do the trick, but has been unable to track down the amulet herself.



## **Khass**

*Lizardfolk*

### **Appearance**

Technically Khass is a lizardfolk, but she is much more human-looking than most. She has dark human skin, and no tail, making her body look almost fully human, save for patches of greenish scales. However, she is clearly of reptilian decent, as seen by her lizard-like head and face.

### **Motivations**

Khass strongly believes that all races should be able to live together, which is why she kind of loves Dinema, despite the hard life she's led. She is very close with a lot of the townsfolk, and works to try and make Dinema into a real town.

### **Backstory**

She grew up in Dinema, and is used to it here. She still hates the way the half-breeds are treated, but she feels like the group of them living there has bonded because everyone else despises them. She does not want to leave, even though conditions are bad, because she does not want to abandon the others, which she thinks of as her people. She also knows that a human-lizard person like herself would not be accepted anywhere else.

## **Lothuen**

*Elf, Warlock*

### **Appearance**

Lothuen is a middle-aged elf of around 300 and is always dressed in the finest elven attire. He wears a long robe with intricate embroidery, and a fashionable belt. He also sports a variety of rings, mostly to show off his wealth. His hair is shoulder-length and white, neatly tied back, and his skin is pale to match.

### **Fighting Style**

Lothuen will not resort to violence unless attacked. If he needs to defend himself he will use magic.

### **Motivations**

Lothuen cares about his wife, and wants to keep her content. He cares about his reputation, and wants to remain wealthy.

### **Backstory**

Lothuen Thaelandi has lived in Thamion his whole life. Born of two wealthy elves, there was never anything he could not have, and he was raised knowing that he was superior to any traveler.

## Sillarria

*Elf*

### **Appearance**

Like her husband, Sillarria is around 300 years old. She wears her hair in a fashionable crop, and she wears all the newest and most expensive clothes. She likes to wear bangles and rings and delicate lace.

### **Fighting Style**

Sillarria doesn't fight, but if she is attacked she will probably throw things. She much prefers bribery and persuasion.

### **Motivations**

Social status and having the appearance of unimaginable wealth are Sillarria's goals. She loathes anything or anyone that looks poor, and doesn't mind using her money to get what she wants.

## Vakuth

*Dragonborn, Barbarian*

### **Appearance**

Vakuth is covered in dark green scales. At his full height, not counting the 3-inch dragon spikes on his head, he's 6'11". He is large in build and has small, unapproving yellow eyes. He wears random, mismatched armor that is slightly too small, which leaves parts of his scaly body exposed.

### **Fighting Style**

Vakuth is a man of action, his touchy temper caused him to sometimes run headfirst into fights without thinking. He can easily wield heavy weapons, including his trusty pickaxe. Even without a pickaxe, he will use his dragon claws viciously.

### **Motivations**

Vakuth used to be concerned only about himself and his clan, but now finds nothing more important than his wife Khass. He works tirelessly in the mines to earn money for the two of them and try to keep them out of the poorest parts of Dinema.

### **Backstory**

Vakuth grew up in Gelt Lohiim with the rest of the Fenkenkabraddon clan. He did metalworking, but, as the clan received less and less work to do, Vakuth got into more and more trouble. Without anything to keep him occupied, he often travelled to nearby inns to gamble or challenge passersbys to brawls.

Dissatisfied with life, Vakuth decided to leave his clan and travel to Dinema, since the mines hire pretty much anyone. Vakuth planned to work until he made enough money to travel beyond Dimiourgia.

He didn't anticipate meeting Khass, a charming lady of reptilian ancestry. Although Vakuth doesn't love his work at the mines, he does love Khass. And, as his wife reminds him, the people of Asanerek dislike half-breeds, so clearly would not accept a couple of different species. This convinced Vakuth that they must stay in Dinema, the only place where they can be accepted.

## **Vorthgandr**

*Dragon*

### **Appearance**

He is a massive dragon with red scales and sharp teeth.

### **Fighting Style**

He uses a lot of fire, as one may expect from a dragon.

### **Motivations**

Vorthgandr just wants to live his dragon life, and he believes Andrux and the PCs are small, measly things that are getting in his way.

He does not like to be annoyed, so will prioritize destroying the **Ruby Amulet (C)** before destroying people.

## Zatessi

*Yuan-ti Pureblood, Rogue*

### **Appearance**

Zatessi, being part human and part snake, has a soft layer of light green scales, making him look like a sickly human from afar. Up close, you can see his snake-like face: his slitted eyes, forked tongue, and lack of protruding nose.

He's tall and thin, and wears a variety of eclectic and colorful clothing pieces he picks up on his travels. His outfits consist of beads and baubles he's traded for from other merchants, but they never stay with Zatessi long; he oftentimes sells them in the next city over to make a profit. One of his necklaces is the **Carnelian Necklace (C)**.

### **Fighting Style**

Zatessi would rather not fight physically. He charms and barter his way out of situations, and if that doesn't work, he'll run. If he is caught in a scuffle, he'll give in very quickly.

### **Motivations**

He looks after himself and no one else, and his main goals are to make money and entertain himself with his travels.

## APPENDIX B: MONSTERS

### The Artist

*Tower Elf, Wizard*

#### Appearance

The Artist is just as pale as the other Misos elves, but much more unnerving than that is his eyes. This elf's eyes are stitched over, large brown stitches sealing his eyes shut. He wears robes more tattered than the others, and looks very disheveled.

#### Combat

See **Misos Elves (B)**.

#### Traits

See **Misos Elves (B)**.

#### About

The Artist stays up in the top of one of the Dinema towers, in his workshop. There, he spends hours upon hours carving and painting figurines of the miners in the town down below. The Misos use these figures to control the miners, which is why the Artist is so important.

Despite not being able to use his physical eyes, the Artist can see through **The Eye (C)**.

### Live Lock

*Magical Lock Creature*

#### Appearance

Live locks look like large locks, at least 4 by 4 inches. The keyholes are dark and depth-less, almost like a yawning mouth. The holes are large enough to fit a finger or a large key.

#### Traits

Live locks are resistant to all types of magic, and can only be opened by feeding them large keys. The locks eat anything that is inserted into the keyholes, including keys and items that aren't keys. These items will not be able to be regained.

Inserting the wrong item into the live lock will result in either a loud squeal or an angry growl, depending on the attitude of the live lock. The more consecutive incorrect tries to open the lock will result in an increasingly louder noise.

## Misos Elves

*Tower Elves, Wizards*

### Appearance

Misos elves, like other elves, have pointed ears and are tall and skinny. Their skin is gruesomely pale due to the lack of sunlight they are exposed to.

### Combat

The Misos elves fight with magic, but do not expect to be confronted in their own towers. They are masters of transmutation and illusion magic.

### Traits

The Misos believe that knowledge is the key to power and will do anything to attain higher knowledge for themselves. They are not afraid of combat, and are highly proficient in magic, and have learned all kinds they can get their hands on, including dark magics.

### About

Misos elves were originally normal elves, but since they became reclusive they are now considered an entirely different race to most. Their given name, 'Misos', comes from the Greek word for hatred. They are resentful towards others and believe themselves to be superior in every way.

### Pertinent Spells

Blink (transmutation)

## Snakes

See Poisonous Snakes in Monster Handbook.

## Tower Golem

*Stone Golem*

### Appearance

The tower golems are small, between 3 and 4 feet tall. They have hard, rock-like outsides, and short, inflexible appendages. Their faces are barely faces; they have shining black eyes like bits of obsidian, and gashes that work as mouths. It's almost as if they weren't meant to be alive at all.

### Combat

Tower golems are fixed on doing their duties. They do not go to the aid of others, and they do not fight unless being fought against.

They are slow, but can deliver a large blow of damage with their rock-hard bodies.

### Traits

They are resistant to fire and are great cooks. Stone golems' faces disappear and turn back into regular stone when they die.

### About

The Misos elves wanted other beings to work for them, but didn't want to employ intelligent beings that could communicate with the outside world. So, they created their own cooks and cleaners with what they had: magic and rocks.

## APPENDIX C: OTHER



**Carnelian Necklace**

### **Description**

This necklace is originally property of **Zatessi (A)**, but can be taken by or given to PCs.

### **Appearance**

A carnelian gem is hanging on a leather cord. It is small by eye catching, shiny, and a rusty orange color.

### **Qualities**

It has persuasion magic, and will increase PC's persuasion rolls.



**Drum of Shock**

### **Description**

This drum appears to be a child's toy, but rest assured: it's not.

### **Appearance**

It's a child-size drum, colored red, yellow, and blue. It's lightweight, and a string hangs off of the drum, connecting a small plastic drum stick.

### **Qualities**

Once a day, the drum can be struck with the attached drum stick to produce a shock wave. Hitting the drum with anything else just makes a nice thump noise, like a drum.

All enemies within a 30 foot radius receive 1d4 points of damage from a shockwave and becomes dazed for 1 round. A successful Fortitude saving throw reduces the damage by half and negates the dazed effect.



## The Eye

### Description

A magical bronze statue owned by the **Misos Elves (B)**.

### Appearance

A large bronze statue that looks like a wide-open eye. Bronze tentacles wrap around the eye, the ends made to look like they are hooked onto the eyelids, holding the eye open.

### Qualities

Any creature that looks at the Eye becomes hypnotised, or must complete a DC 15 Will saving throw. If hypnotised, creatures are frozen in place for 2 minutes, and cannot move or speak. Creatures can become hypnotised any number of times.

The **Artist (B)** uses the Eye to see through. He can see what the Eye sees as well as what his own eyes should be seeing. If the Eye is destroyed, the Artist can no longer see anything.

### Water Spell

When the Misos elves cast their spell, the Eye's pupil looks like water is running over it. If any creature touches the pupil, water will pour out.



## Ruby Amulet

### Description

This amulet was created by an early member of the Fenkenkabraddon clan to keep in contact with the dragon that created them. As the relationship between the dragons and dragonborn grew more distant, the amulet's purpose was forgotten.

### Appearance

An amulet with five ruby shards arranged in a half-circle. One of them is missing.

### Qualities

The amulet can be used to summon a dragon, if the name of the dragon is known.





### Stripy Socks

#### Description

They're socks.

#### Appearance

These socks are unopened and brand new! They even still have the plastic connector on them. They're striped orange and black.

#### Qualities

These socks have no special qualities, but they do give you +10 style points.



### Telescope of Extreme Zoom

#### Description

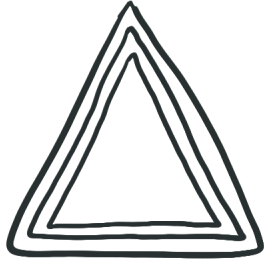
The **Artist (B)** uses this telescope to look down at the townspeople of Dinema.

#### Appearance

It looks like a regular telescope. It's about three feet long, but can be collapsed to about a foot.

#### Qualities

This telescope is able to see up to 500 feet away, but can only focus if the telescope is set up completely still. When handheld, it can see up to 100 feet away clearly.



### **Triangle Inscription**

#### **Description**

These are magical inscriptions that create an illusion of something terrifying.

#### **Appearance**

It appears as an inscription, carved into the item that is locked. It looks like three triangles, all pointing the same direction, with one inside the other inside the other.

#### **Illusion**

The illusion created is meant to deter anyone from coming near the door. It may project a giant fiery toad, a screeching goblin, or anything the DM decides to be most terrifying for the PCs. These illusions won't actually damage any PCs, but they are physical and must be defeated in order to access the door behind them. They have very low HP.



### **Whistle of Appeasement**

#### **Description**

This whistle can enchant small animals to stop being hostile. It makes a regular high-pitched whistle sound when blown.

#### **Appearance**

The whistle looks kind of like a tiny flute in that it's longer and skinnier than most whistles. It's about 2 inches long and is attached to a chain.

#### **Qualities**

When blown, all hostile small animals within a 20-foot radius will become friendly for up to 10 minutes. Animals wolf-sized and larger are unaffected.