

The Death Anvil

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An adventure for the 5th edition version of the worlds most popular roleplaying game

For Level 1 Characters

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BACKGROUND: There used to be a powerful King named King Valmese who was also a very good mage. When he died, the citizens under King Valmese made a grave for him right on top of where The Death Anvil is now. The grave that was created was then cursed by an evil witch named Lilion who did not like King Valmese, and then the dark magic that Lilion put on the grave started to sprout underground tunnels. Once the dungeon was complete, the same dark magic that created the tunnels, revived the dead King Valmese. The dark magic took King Valmese to the back room of the dungeon (and King Valmese became evil), where the throne room was. At once, the dark magic started building traps in the dungeon, and started summoning dead ghosts and skeletons of people who died, and placed them into this dungeon. These people became the subjects and warriors of King Valmese. And now he is planning and scheming to take over the outside world with his undead soldiers. (Note that this dungeon is shaped like an anvil, hence, the name: "The Death Anvil").

ADVENTURE HOOK: In the small town of Thinnrest, there are rumors of a terrible dungeon where an evil undead king lives. They have asked the players to go into the dungeon, and vanquish the undead king. Little do they know that is not an undead king that they are facing, but an alive king, that used to be king of the area (also where the village of Thinnrest is). King Valmese. The people of Thinnrest will give the players 300 Gold Pieces each if they succeed in vanquishing the dungeon. Make sure to tell the players the below before you start "The Entrance to The Death Anvil".

You traveled for days to get to where your halfling friends named Duowellow and Duomellow lived; the small village of Thinnrest. Once you got there Duowellow told you a tale of a dungeon near Thinnrest that was always planning an attack since King Valmese died. After Duowellow told you this you went straight to the mayor, and asked him if this is true. The mayor of Thinnrest said yes, and that he is trying to get someone he could hire to destroy the threat of the dungeon, and he pays 300 Gold for this job. You took it, and now you are traveling to find the entrance to the dungeon...

THE ENTRANCE TO THE DEATH ANVIL: There is one entrance to The Death Anvil, and this entrance is a deep dark hole into the ground. When you start the adventure, you should read the players this:

You have been traveling for days to go find this dungeon, and you and your friends think that you have finally found it, a deep dark hole that goes far into the ground. Of course, you have to try it out before you can know for certain that this is the entrance to the dungeon. As you look down the dark pit it seems that it is at least 30 feet deep, but that is only as far as you

see. The dark hole seems to fit only one person though, you and your friends will have to go through it single file...

Once you have said that, make sure to stop for second, so to bring anticipation to the table, then ask them to introduce themselves. Once they have finished introducing themselves, you should start on the dungeon!

WANDERING ENCOUNTERS: In the dungeon, there are many more soldiers and subjects of King Valmese than what is in the rooms of the dungeon. This is represented in Wandering Encounters. To do this, every hour you need to roll a d6, and refer to the table below. If the players are sleeping when you have to roll for encounters, only make one roll for the whole time they are sleeping, and then roll a d8 to see how many hours they have slept for until the monsters woke them up. Check even if the players go into a new room.

1. Nothing.
2. Nothing.
3. Vraken Terenar, The Death Anvil, pg. 16 (Vraken Terenar is challenge rating 3, if the players can't handle this yet, ignore this result, and roll again).
4. 1 Zombie.
5. 2 Zombies.
6. 1 Ghoul.

VRAKEN TEREANAR: Vraken Terenar is a loyal subject to King Valmese, and would do anything to support his belief in King Valmese. Vraken came upon The Death Anvil one day as an adventurer with his friends, when he came upon King Valmese he decided that he was a worthy leader to follow for evil, so he switched to follow King Valmese, and Vraken killed all his companions at the command of King Valmese. From then on Vraken became a commander of King Valmese's units. Vraken Terenar's stats can be found at the very back of this booklet.

ROOM STATISTICS: All the rooms in The Death Anvil are made with clean cut stone, and carved in them are strange runes, that when the players make a DC 15 History Check they figure out are runes in Ancient Common saying: "I will kill you". Each wall has 60 HP.

ROOM 1: Rotten Food Storage

This room is where the players get to through the dark hole. The pit to this room is 60 feet, if they fall down into the room, the players take 6d6 falling damage. There is nothing in this room except for rotten food. If a player eats one of these foods, they get poisoned and must make a DC 12 Constitution Saving Throw or take 1d4 damage. This rotten food storage is there for King Valmese to eat, because he can eat nothing else (part of the dark magic). If the players make too much noise (Dexterity Saving Throw DC 10), then they alert the zombie guards in Room 2. Anyone who fights in this room gets a disadvantage to all attack rolls because this room is so small. When the players go into this room, read this.

The room you came into is very dark, but as your eyes start to adjust, you see sacks of rotten flour and food! The room is about 10 by 10 feet, and is very small. You and your buddies are up against each other. This is probably made that way so that intruders would have a hard time fighting if it came to it, you think to yourself, after all, the room itself is a triangular shape! You see one doorway at the very end of the room, one of your friends is squinched up to it...

Leads to Room 2.

ROOM 2: Zombies Guard Room

This room is the next room after Room 1. There are two zombies in the room as guards. If the players made a lot of noise in Room 1, then the zombie guards will not be in here, since they will have fought against the players in Room 1. They have been placed here by King Valmese to protect against any intruders (though he doubts there would be any since he doesn't think that anyone would know about a whole dungeon complex underground). If the players killed the zombie guards in the last room, read this to them.

This room is a bigger room than you last came into. But, not much bigger. It is about 20 by 20 feet. As you look around more extensively, you see what looks like organs and rotted flesh on the ground! It finally dawns on you, this was the room that those zombies who attacked you were in!

If the players did not kill the zombies in the last room, then read this to them.

As you come into this room, you see two corpses on the floor, the room is about 20ft by 20ft. There are bits of organs and rotten flesh on the ground. Suddenly, disturbing your contemplations, the corpses start to move!

Leads to Room 1.

Leads to Room 3.

ROOM 3: The Bridge of Death (everything has to have a cool name)

This room is an extremely large room. In fact, you couldn't really call it a room. It is more of a big open space that connects the two rooms on either side of The Death Anvil; room 2 and 4. There is a stone bridge (called the bridge of death), which is the floor of the room. There is a ladder going down on the side of the bridge. The ladder leads down to an intersection between Rooms 6 and 7. When the players come into the room, read them this.

The room you have just come into is a very wide and open room, about 100 by 100 feet! An extensive stone bridge spans a chasm (though a narrow bridge), with a ladder going down on the side of the bridge. There are two rooms leading off of the bridge, one on each side, to the right and to the left, one of them (the left one), you just went through to get to this room...

Leads to Room 2.

Leads to Room 4.

Leads to Ladder.

THE LADDER: This, of course, is not a real room. But, I need to describe it to you. How much you tell the players about this "room" is up to you. The ladder itself goes down a good 30 feet. At the bottom there is a 2 foot drop from the ladder (they take no damage from dropping 2 feet difference, obviously), but, in the middle, of the ladder, there is a spear trap. This trap shoots one spear, doing the damage of a spear to the player who is in front of the file. It is a DC 10 Dexterity Save to miss the spear, a DC 15 Perception Check to notice it, and a DC 18 Sleight of Hand Check to disarm it.

Leads to Room 3.

Leads to Intersection.

ROOM 4: Ghoul Guard Room

This room is where the ghoul guard lives in. King Valmese wanted one ghoul to guard in Room 2 as well, but he did not have enough resources to make a more powerful creature, so, he instead replaced them with two zombies. Anyway, when the players come into this room, read this to them.

As you make your merry way into this room, you find a white savage monster with gleaming eyes and monstrous teeth staring at you. It attacks!

In this description of the room for the players, there was no time for them to contemplate how big the room is. However, if a player asks, tell them that the room is 20 by 20 feet.

Leads to Room 3.

Leads to Room 5.

ROOM 5: Armory

This room was made, firstly, to have weapons for King Valmese and his army. Secondly, a trap for any intruders. The reason why this is a trap is that, when the players enter this room (or any other person other than undead or King Valmese or his allies), the armor at the back of the room starts to move! And this Monster is named: "Animated Armor". This Animated Armor will obey any command by King Valmese. When the players go into this room, tell this to them.

As you approach this new room, you see dozens of shining metal on the walls, and a full armor at the back! This is obviously the armory you think, or something like it. The room is about 10 by 30 feet, and is a narrow hallway. Some organs, bones and rotten pieces of flesh are scattered on the ground, showing that many people have died in this room. As you start to advance into the room, the armor in the back starts to move!

Leads to Room 4.

INTERSECTION: This is not an official room, it is just an intersection. But, it is important. For this "room" (like the ladder), you are free to tell as much as you like to the players as you like, although, there is not much to tell. This room is the intersection between Rooms 6 and 7, and is where the ladder leads down to. So, the players can go to either room when they get down to the Intersection.

Leads to Ladder.

Leads to Room 6.

Leads to Room 7.

ROOM 6: Statue Room

This room is an empty room except for a statue of King Valmese made of gold. When the players come into this room, read them this description.

As you come into this room you see in the middle of the 20 by 20 feet room a statue made of gold. What do you do?

If the players make a DC 17 History Check, they will figure out that the statue is the statue of King Valmese (they don't know this, but the statue is when he was the king of the area).

Leads to Intersection.

ROOM 7: The Weird Human

Some of the rooms in The Death Anvil (like this one), are inhabited by strange creatures that King Valmese does not understand why they are here, but allows them to be there, because they kill intruders (and/or is scared of them, although he does not like people knowing that part). This room is inhabited by a weird human, named, of course, The Weird Human, that did, in fact live in The Death Anvil even when it was being created by the dark magic before it revived King Valmese! The Weird Human is like a dead corpse, except still alive! Although this is basically like a zombie, he is also different than a zombie. Because, he was never "alive", his skin is grey, and he never rots and he is a shriveled man. In this room, just before the entrance of the room, The Weird Human put up a sign saying.

Ask One Question About The Past Of This Dungeon, I Answer, If You Ask More Than One Question, I Kill You!!!

And, what he says say to the players is true, the players can ask any question about the past of The Death Anvil, and The Weird Human will answer them. If the players ask anything other than about The Death Anvil, The Weird Human will not respond. If the players ask more than one question about the past of The Death Anvil, The Weird Human will "kill" the player, although really, the player that is the target of the Weird Human, disappears, and reappears in the first room of the dungeon, and is a sleep until the rest of the party comes back to the first room of The Death Anvil (make sure to tell the player this). If the Weird Human goes into

combat, the Weird Human cannot use this power, and is 30 feet away from the players. When the players come into this room, read them this.

The room you have just gone into is very dark, and you cannot really see anything. When your eyes adjust, though, you see a large sign in big print: "Ask One Question About The Past Of This Dungeon, I Answer, If You Ask More Than One Question, I Kill You!!!" At the end of the room is a skinny grey looking human on a wooden chair! He says to you grinning between his yellow teeth: "time for you to ask some questions."

Leads to Room 6.

The Weird Human, The Death Anvil, pg. 9.

ROOM 8: The Death Anvil

This room is where a single anvil "lives". Nothing else is in the room. This anvil, though, is The Death Anvil (another reason for the name of the dungeon), it is the shield to King Valmeses room and throne room, which is right after this room. Why it is called The Death Anvil is because if anyone touches it (except for undead and King Valmese and his allies), they go into their own separate world, where their worst nightmare is attacking or approaching them, and is oblivious to the outside world. So, when a player touches The Death Anvil or takes the map on top of The Death Anvil (see below in this entry), take the player that touched The Death Anvil away from the table, and explain to them that they are blinded, and deafened to the real world, facing your worst nightmare and because of that also frightened, and you are oblivious to the outside world, and should pretend that they are so. Make sure to tell the player that they should make up the nightmare, and act as if the nightmare was real. Also, the effect can be destroyed when another player does four damage or more to the player who is facing the nightmare or destroys The Death Anvil. If a player wants to destroy The Death Anvil, The Death Anvil has 30 Hit Points. There is also a map of the dungeon on the anvil (so give them the player that got the map the Player Map). When the players come into the room, read them this.

You have traveled many corners of this dungeon, and you have now found a room with nothing in it except for an anvil with a piece of paper on top of it. The room is about 20 by 20 feet, like most of the other rooms you have been to, and dust piles on the floor. The anvil in the middle of the room is extremely dark, and, etched on its side it says: Death Anvil. You shiver as you read those words. You look back to your fellow adventurers, and you look at them, as if saying, what do we do?

Note: The Death Anvil is magic, so a "Detect Magic" spell will find out what it does.

Leads to Room 7.

Leads to Room 9.

ROOM 9: The King's Throne Room

This room is the throne room for King Valmese. There is nothing else in this room except for a red long carpet leading up to the dais, where the throne is, and in which sits King Valmese. Now, he does not always sit in this throne, when it is time to sleep, or plan, or do anything else than wait on the throne for a message, or someone coming (or just showing off, like most kings seem to do), he goes into his bedroom (the room next door). This is the final fight between the players and King Valmese, and should be exciting and deadly to the players (so don't fudge high rolls if the players are doing badly, this encounter is supposed to be hard!). Also, roll a d6 when the players come into this room. And if you roll a one then King Valmese is in the room after this one (Room 10), otherwise, King Valmese is in this room (Room 9). Also, if King Valmese is in Room 10 instead of this room, you should make the players roll a DC 17 Dexterity Saving Throw when they come into this room, and if they fail the roll, King Valmese hears them from Room 10, and comes into this room to do battle with the players. Below is what you should read to the players if King Valmese is in Room 10.

As you come into this room, you find yourself walking on a blood red carpet below you, which is leading up to a dais with a throne on it. Around you there are beautiful paintings of kings and queens sitting on thrones with serious faces on them. What should you do?

If King Valmese is in this room, then read the below to them.

As you come into this room, you find yourself facing a grinning well dressed man on a golden throne on a dais. Leading up to him is a lavishly made blood red carpet, the man is 60ft away from you and he says to you "time to fight!".

If King Valmese comes into this room then read them the below.

As you are looking around in awe at the room, a lavishly dressed man comes through a door opposite to you, this man is scowling at has a sword and dagger out, ready to fight. The man attacks.

Leads to Room 8.

Leads to Room 10.

ROOM 10: King Valmese's Bedroom

This final room in *The Death Anvil* can be used as an adventure hook for new dungeons, or you could just stop there as a single dungeon, it's up to you. Well, anyway, in this room there is a bed to the right of the room, and a desk, on which are three papers (the rest is covered by plates, forks and such, since he had just had breakfast). The first paper is a scroll of Fireball. The next paper is a scroll saying:

Thank you for your letter to me Evenborn, it is just the right day for you to ask me about that. So, for the question, yes, you can hire a bunch of highwaymen to attack the local village. Sincerely, King Valmese.

The final piece of paper is a map for how to get to a nearby dungeon. You can make up this dungeon if you want, or, use another pre-made dungeon. The dungeon will take about three days to get to. If you do not want any of the adventure hooks in this room, one scroll is a scroll of Magic Missile, the other is the scroll of Fireball, and the final one is a scroll of Light. When the players come into the room, read them this.

You come into a very large room for what it seems to be used for. A bedroom, and it's about 40 by 40 feet! On the right is a large grand bed, at the end of the room is a desk, with a chair. There is a brown carpet on the floor, with markings and runes of grand battles. On the desk is a couple papers, at least three. When you look closer at them, you see that it is three. There are no more doors to more rooms, so you assume you must have traveled through most of the dungeon. What do you do?

If the players come in and King Valmese is in this room, then read the below to them instead.

About 40 feet away from you is a man finely dressed sitting at a table. He grins at you. On the right is a grand bed, at the end of the room is the desk that the man is sitting at, and on the floor is a brown carpet with markings and runes of great battles. The room is about 40 by 40 feet itself. The man grins at you again. He attacks.

In the combat encounter, King Valmese will first want to attack the players. If the combat encounter is not going well on his side, he will quickly shift to destroying all the scrolls on his desk except for the scroll of Fireball (he uses that scroll), unless you are not using the optional scroll system where the two other scrolls are a scroll of Magic Missile, and a scroll of Light, in which case he will also use those scrolls. King Valmese does this so that the players will not be

able to use them. The runes on the brown carpet are runes in Ancient Common saying if any of the players can read the script:

Great battles have been fought, more shall come.

Also, the runes on the wall say:

I am King Valmese.

Instead of “I will kill you”.

THE DEATH OF KING VALMESE: If the players succeed against King Valmese, and King Valmese dies, then read the below to the players.

The man looks at you with fire in his eyes and says: “I am King Valmese” and then he looks at you with horror in his eyes. Then his eyes turn white and he starts to speak in gibberish, and then, finally, he falls down onto the floor, strangely with no blood. Then a lightning flashes right in front of you, startling you, and right after that, you hear a loud clap of thunder. King Valmese has been defeated.

SIOSSLANNATATATIREY: If the players succeed in killing King Valmese, a Half-Elf named Siosslannatatairey will come into the room that the players are in (in Room 9 if King Valmese is killed in Room 10, in Room 10 if King Valmese is killed in Room 9), because she is enraged at her master’s (king Valmese) death. She will attack the players unless stopped by a DC 22 Persuasion Check. Siosslannatatairey’s feelings are only for King Valmese, and will do anything for King Valmese even after his death. The abilities of the Half-Elf are at the back of this booklet.

END OF THE ADVENTURE EXPERIENCE POINTS: At the end of the adventure, there are some experience points that you should award them for succeeding the dungeon. That amount of experience is 300 XP, along with the other experience points that the characters will get from defeating monsters. Make sure to only award the experience once they have got all the way out of the dungeon again, because the adventure has not finished with out the players completely going out of the adventure!

NPC'S:

There are several NPC's that the players might come accrued during the adventure. For example, there is the Weird Human. He could go into combat if the players attack him! The stats for each NPC are below.

Weird Human

Medium humanoid (Human), True Neutral

Armor Class: 15

Hit Points: 69

Speed: 60 feet

Strength: 7 (-2)

Dexterity: 20 (+5)

Constitution: 3 (-4)

Intelligence: 18 (+4)

Wisdom: 16 (+3)

Charisma: 9 (-1)

Senses: Passive Perception 13

Languages: Common, Elvish, Dwarfish, Gnomish, Halfling, Giant, Goblin, Orc, Abyssal, Celestial, Draconic, Infernal, Primordial, Sylvan, Undercommon, and Ancient Common.

Challenge: 1/2 (100 XP)

Multiattack: The Weird Human makes two melee attacks with its claws.

Claws: Melee Weapon Attack: +5 to hit, reach 5 feet., one creature. Hit: 3 (1d4+2) slashing damage.

King Valmese

Medium Humanoid (Human), Neutral Evil

Armor Class: 15 (studded leather)

Hit Points: 65

Speed: 30 feet

Strength: 15 (+2)

Dexterity: 16 (+3)

Constitution: 14 (+2)

Intelligence: 16 (+3)

Wisdom: 11 (+0)

Charisma: 12 (+1)

Saving Throws: Str +4, Dex +5, Wis +2

Skills: Athletics +4, Arcana +5

Senses: Passive Perception 10

Languages: Common, and Ancient Common

Challenge: 2 (450 XP)

Spellcasting: King Valmese is a 1st level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The mage has the following wizard spells prepared:

Cantrips (at will): fire bolt, light, mage hand

1st level (2 slots): detect magic, mage armor, magic missile, sleep

Multiattack: King Valmese makes three melee attacks: two with his longsword, and one with his dagger. Or King Valmese makes two three ranged attacks with his daggers.

Longsword: Melee weapon attack: +5 to hit, reach 5 feet., one target. Hit: 6 (1d8+3) slashing damage.

Dagger: Melee or ranged weapon attack: +5 to hit, reach 5 feet or range 20/60 feet., one target. Hit: 5 (1d4+3) piercing damage.

Siosslannatatiirey

Medium Humanoid (Half-Elf), Lawful Evil

Armor Class: 17 (splint)

Hit Points: 30

Speed: 30 feet

Strength: 13 (+1)

Dexterity: 18 (+4)

Constitution: 14 (+2)

Intelligence: 11 (+0)

Wisdom: 8 (-1)

Charisma: 18 (+4)

Saving Throws: Dex +6

Skills: Acrobatics +6, Perception +1

Senses: Darkvision 60 feet, Passive Perception 11

Languages: Common, Ancient Common, and Elvish

Challenge: 2 (450 XP)

Fey Ancestry: Siosslannatatiirey has an advantage on saving throws against being charmed, and magic cannot put her to sleep.

Shortsword: Melee Weapon Attack: +6 to hit, reach 5 feet., one target. Hit: 5 (1d6+4) piercing damage.

Vraken Terenar

Medium Humanoid (Human), Lawful Evil

Armor Class: 16 (Chain Shirt)

Hit Points: 22

Speed: 30 feet

Strength: 16 (+3)

Dexterity: 16 (+3)

Constitution: 14 (+2)

Intelligence: 11 (+0)

Wisdom: 8 (-1)

Charisma: 15 (+2)

Saving Throws: Con +4

Senses: Passive Perception 9

Languages: Common, and Ancient Common

Challenge: 3 (700 XP)

Brave: Vraken Terenar has advantage on saving throws against being frightened.

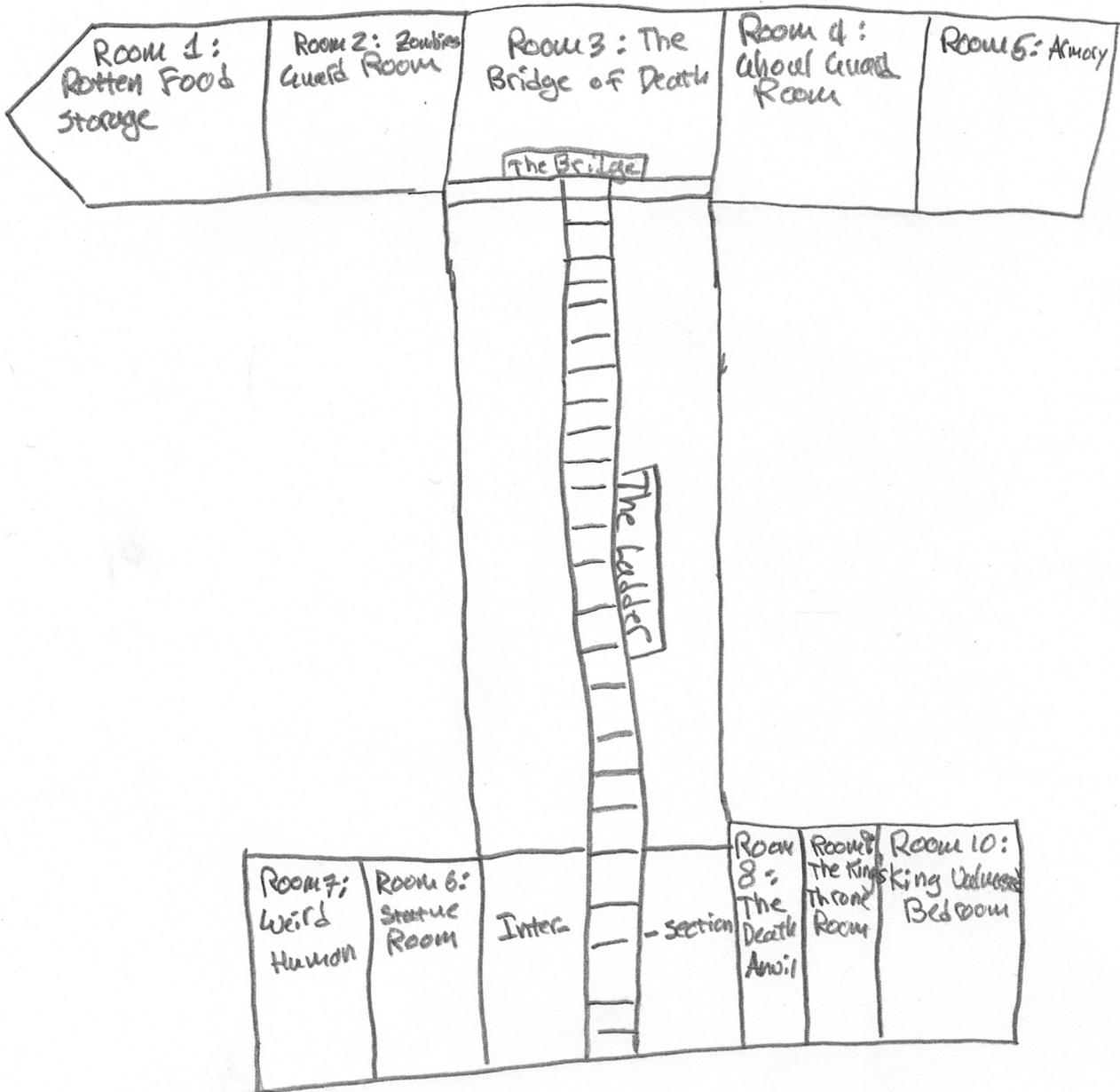
Spellcasting: Vraken Terenar is a 2nd level spellcaster. His spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). Vraken Terenar has the following paladin spells:

Special: Divine Smite (Paladin Class)

1st level (2 slots): Searing Smite, Wrathful Smite, Thunderous Smite

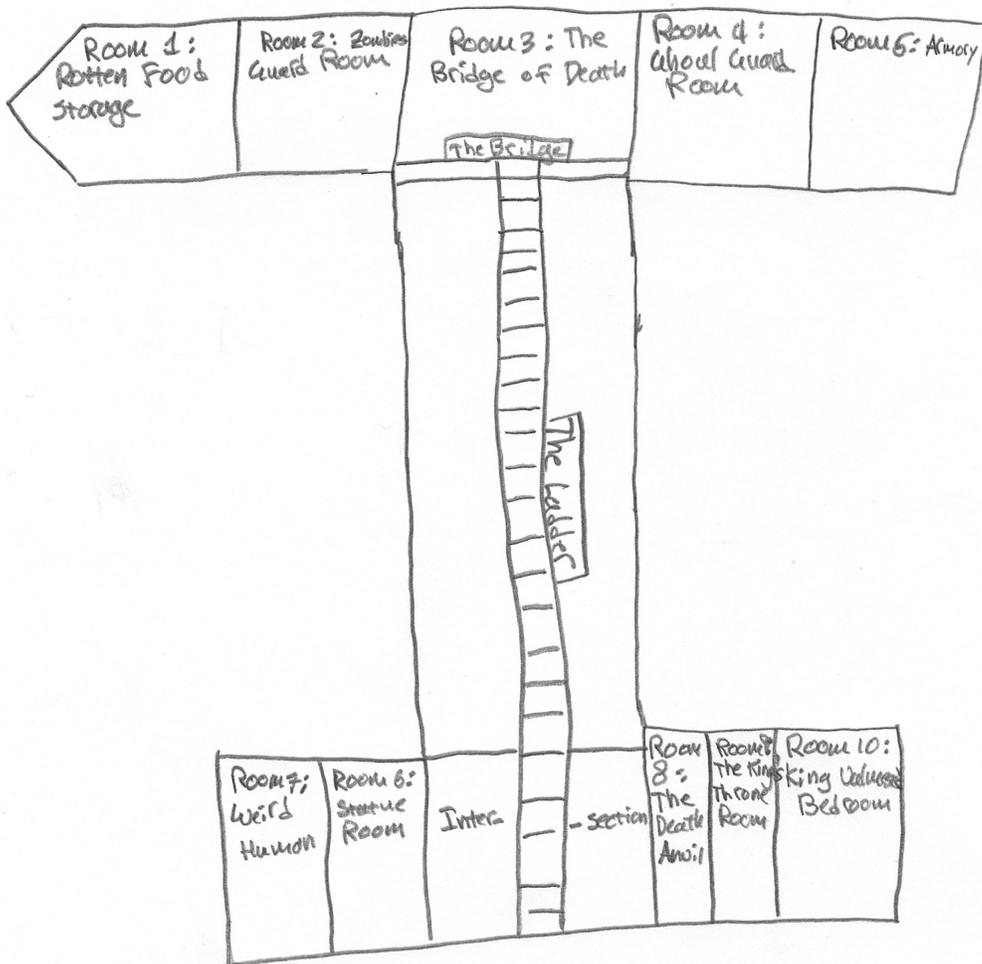
Greatsword: Melee Weapon Attack: +5 to hit, reach 5 feet., one target. Hit: 10 (2d6+3) slashing damage.

The Death Anvil Map



Players Map (nothing different, just there if you put notes on your map)

The Death Anvil Map



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