The sword of vengence and the fallen kingdom

# By: Luxen Alexius Maximus

# Arrival in Nellelin, City of Elves

After deciding to leave the small town of Foxdale, The adventurers head to the nearby Elven city of Nellelin. It is a small city just on the edge of what once was a great elven empire based in Highwood. It has fallen far from its glory days. Most of the buildings are worn down, rats openly run through the street, and the down trodden are everywhere.

The local inn is the only place that seems to have managed to maintain itself over the years. Inside there people of all sorts of races and creeds, the place sees a lot of traffic due to the fact it is in between both the Human lands of Aetenada, and the Dwarven empire of Tugon in the Greypeak mountains.

In the inn is elf perky elf. Upon entering she says, *Ahh thank goodness! I thought that dragon flying around Foxdale was going to scare away all of my customers! I am Nelssi Come in and have some dwarvish mead only 10 SP!* The price for a room is 20 Sp a day.

2 days later, or if the group is deciding to split up, the group is gathered together the sword will come to life of its own will. A ghostly projection shall shoot out from the sword. *I sense I am finally home again! You four are the ones who retrieved my sword! I the elf-king Ilidar Oromis Command you all to do my biding or suffer my wrath! You must travel to the heart of the elven lands and slay the Spider Queen, Lolth’s wicked agent! A Drow known as Dania! Once this is done I shall free you!* The party may then ask him where she is or ask Nelssi. They will be told that she is in the ancient city of Minrathas south of the star mounts.

If they ask any questions about Highwood they will learn that it slowly has fallen into the control of spiders and undead. Once they leave the city they must either choose to take Unicorn run, or a road to the temple of Poseidon.

# The Fort of Unicorn run

The party comes up the river to a large fort. Upon its walls are depictions and statues of unicorns. Many of the statues have been stained from weathering or have been broken. The gates have collapsed inwards either from a battle long ago or just due to age.

The party must pass a perception check of 13. If they do they notice there are 6 undead elven archers upon the battlements, 7 undead soldiers at the gate, and 1 night mare.

After beating the enemies at the gate they may enter into the court yard. If they stealthed their way in the court yard will have only 2 undead soldiers. IF THEY DID NOT STEALTH there will be 3 Nightmares, 10 undead soldiers, and 2 undead archers. On either side of the gate they came through are stairs leading up to the walls where the archers were. There are doors on the left and right side of the fort, Left leads to the barracks, and right leads to the stables.

# Fort Unicorn stables

They enter a much worn down stables. In here are 3 nightmares IF THEY STEALTHED INTO THE COURTYARD. If not then it is empty and there are two doors. Straight ahead leads to the docks, and to the left leads to the Dining hall. If they try to loot the area they will find a Leather whip.

# Fort Unicorn barracks

In the barracks they the roof caved in on several of the beds. IF THEY STEALTHED into the court yard then there will be 2 undead archers and 8 undead soldiers. If they loot they will 8gp, 36sp, and 1 small silver mirror. From here they may choose to go through one of two days due to the third one being buried in stone. Straight leads to the commander’s quarters, and right leads to the dining hall.

# The commander’s quarters

When they enter they see a large desk with maps, a large bed, and a wardrobe. There is a legendary undead soldier he will have an AC of 15, hit points of 50, and Xp175. All else stays the same from the undead soldier. After defeating him they may loot the room and him. He will have 1pp and a set of full plate. In the chest is 50gp and 1pp.

# The dining hall of Fort Unicorn

They walk into a large dining hall that has spider webs across the ceiling and a long table that has rotted and collapsed. There is a door at the far end that leads to the barracks and then a set of large doors that lead to the final courtyard. There are 15 undead elven soldiers, 3 swarms of spiders, and 1 giant spider. If they loot they will find 4 crossbow bolts, 10gp, and a hammer.

# The final courtyard of Fort Unicorn

In here they see the stables on this side have been crushed, but the gates still stand. In here they run into 5 Nightmares, 3 giant spiders, and 20 undead elven soldiers. Looting will yield 4pp.

# The Fallen temple of Poseidon

As the party approaches up the road they see a round building that one had a gold dome with golden pillars, now most of the temple has collapsed. Suddenly 12 Nightmares walk out of the temple and charge the travelers. Once they defeat the 12 nightmares a golden light shall shine from within the temple. A voice shall speak to them, *Thank you travelers... You have cleansed my shrine of those poor tortured souls. Please take this token of my appreciation…* Roll a D20. If (1-7) Horseshoes of speed, if (8-13) pearl of power, if (14-18) Trident of Fish command, if (19-20) Spawn a Pegasus.

# The Lonely village

After the long journey from either Poseidon’s temple or Fort unicorn the group comes to a nearly silent village. Perception DC10. If they pass they notice smoke rising from the chimney of one of the buildings in the village.

When they approach they see a group of elven soldiers and Ulfgar Brightblade. He will then ask the party why they are here. If they ask him why he is here he will tell them that he is here attempting to save a legion of wounded elves that tried to retake Minrathas. After the party gets the chance to rest a swarm of zombies and 5 Giant spiders will attack.

Once the fight is over Ulfgar will wish them luck on their quest and state he wishes he could join the group, but he has to get these wounded back to safety.

# The walls of Minrathas

As they walk out of the forest they see what once was lush green farmland has turned to nothing but over grown patches of weeds. The walls of Minrathas that once shown in the sun are now covered in spider webs. Along the walls they can see undead archers, along with giant spiders.

At the gate is a barricade. To get through they will have destroy it while being shot at by archers.

Barricade: AC (15) HP (45)

DC perception (15) or Passive perception (13) they will notice a spot on the east side of the wall that is different from the rest of the wall. If one of the party knows Elvish they will be able to read writing on the wall that says,

“There are four siblings in this world, all born together. The first runs and never wearies. The second eats and is never full. The third drinks and is always thirsty. The fourth sings a song forever more. Unleash them upon the door, and enter.”

The answer is: Water, fire, earth, wind.

If they place the elements upon the door with magic then they shall gain entry to a secret passage way.

If they do not go through the passage then after they break through the blocked there will be 10 Drow soldiers.

# The secret passage way

The passage is completely dark. There are several torches along the walls that are unlit. The tunnel goes downward for about 10ft before flattening out. The walls have images of the rise of the elves in this forest. Once they go about 70ft they come to another door. This one says in elvish,

“I can bring tears to your eyes and a smile to your face. I form in an instant and last for a lifetime, but I can be forgotten. What am I?”

The answer is: A memory.

Once they pass through this door they enter a chamber filled with beds and some chests that are empty. Here the party may rest.

Once they exit they arrive at the temple.

# The Sunken temple

The party arrives near the heart of the city. A temple which has sunken into the ground the sword of vengeance will glow and Oromis will say *she is within the temple. She must die!* *Be wary… No doubt her best men will be with her.*

Inside the temple is a large door leading into the underground. It is covered in beautiful depictions of the goddess Lolth upon the door.

Dania and 5 elite drow stand before the door. She will turn to the party and smile. *So Oromis found someone to finally slay me… Old fool. You four are all very unfortunate.*

She will have her men attack. On her turn she will only heal her men until 2 have died or if the party attacks her, then she will begin attacking. Looting will yield 24PP

# The End? Nope.

Once Dania is dead the sword will glow brightly and then transform. Oromis will say, *At long last. Justice. You all have done a great service for me. Here. Take this sword. It is now Rose, Sword of Justice. I wish you four peace in your days…* The sword loses some of its glow as Oromis passes on from the sword.

Suddenly the door to the underground flings open… A Gnome looks at the party *The hell are you guys looking at??? RUN!!!*

Behind him the party can see Drow, Worgs, Giant spiders, and coming quiet swiftly. The Gnome will lead the party to the secret passage way. Here he stops and takes deep breaths. *Jeez… Luckily I escaped those assholes. Gods I need a metric ton of ale right now. Hey I am Nibi. You guys got any Ale...? Fuck… Wait why the hell you people here?* He will explain if asked that he was trapped in the drow city below when they had become distracted. He was lucky enough to use the distraction to get the hell out, but as he was leaving he saw that they were getting ready to send all sorts of nasty things after some people that killed some priestess.

He then will suggest that the party try to get to safety. The nearest place is The Last Aerie. He will travel with the party to The Star Mounts.

**Rose, Sword of Justice:** A sword with a rose shaped pommel made of gold. Etched into the blade are blue thorned-vines that glow gently.

**Thorns of Justice:** Once per day the sword can be used to launch a powerful attack known as Thorns of Justice 10D4 of damage (+ 5 if attuned to the sword, Attunement requires Good alignment). Any being with an alignment of evil cannot escape the attack. Neutral aligned beings may DC (12) WIS to take half damage. Good aligned beings may not be hurt by the sword.

# The Last Aerie

Once at The Last Aerie, Cacaw will run into familiar faces. They will offer the party a place to stay. Cacaw shall run into his parents. Papa Caw and Mama Caw will inform Cacaw that they don’t have much time left, and will ask him to please stop running around and help them find and destroy Kelrot.

After the party has time to rest, a scout will fly in and state the dragon spotting was not Kelrot, but a young red dragon who was flying by. The Drow in Minrathas also appear to be getting ready to march outward. He then will state he heard they were going to team up to kill some adventurers. Nibi will ask them where they planned on going next, and then he will suggest The Grey-peak Mountains. It is a nice safe place away from all the Drow and Cathrax.

# The Highwood

As the party travels back through Highwood they see the sun pierce through the clouds that once remained over cast. They come to Unicorn Run and see a Unicorn expel a Nightmare. The Unicorn will look at the party knowingly and bow.

The forest seems so much more alive than it was when they first entered. The leaves have greened and birds can be heard chirping.

As they are going along the road they will run into a scouting squad of 5 drow soldiers.

After the party defeats the scouts they may choose to either continue to Grey-Peak mountains or Go north to Karse.

# Karse

The party arrives in the city of Karse. The elves will question their arrival but allow them entry. The tavern will be run by a lizardkin. All around the party they will hear rumors of drow marching to Tugon due to a recent attack.

Rooms are 15 SP and ale is 10 SP. The party can rest here and must decide on what to do next. Either they flee to the frozen sea or stand and fight the drow with the help of the elves.

# The Battle of Karse

The party chose to stay and fight alongside the elves.

First wave: 8 Giant spiders, 1 swarm of spiders

Second wave: 2 Giant spiders and 6 Drow soldiers

Third wave: 10 Drow elite

Last Wave: 5 Drow elite and 2 Drow priestesses

# Stone-Hammer

The party arrives in the city of Stone-Hammer. The dwarves will question their arrival but allow them entry. The tavern will be run by a lizardkin. All around the party they will hear rumors of drow marching to Tugon due to a recent attack.

Rooms are 15 SP and ale is 10 SP. The party can rest here and must decide on what to do next. Either they flee to the frozen sea or stand and fight the drow with the help of the Dwarves.

# The Battle of Stone-Hammer

The party chose to stay and fight alongside the dwarves.

First wave: 8 Giant spiders, 1 swarm of spiders

Second wave: 2 Giant spiders and 6 Drow soldiers

Third wave: 10 Drow elite

Last Wave: 5 Drow elite and 2 Drow priestesses

# Enemies

**Nightmare**

**Armor Class 13** (natural armor)

**Hit Points: 68** (8d10 + 24)

 **Challenge 3 (700 XP**)

Speed 60ft., fly 90ft.

STR 18 (+4) DEX 15 (+2) CON 16 (+3) INT 10 (+0) WIS 13 (+1) CHA 15 (+2)

Damage Immunities: fire

Senses passive Perception: 11

Languages understands: Abyssal, Common, and Infernal but can't speak.

*Confer Fire Resistance.* The nightmare can grant resistance to fire damage to anyone riding it.

*Illumination.* The nightmare sheds bright light in a 10-foot radius and dim light for an additional10 feet.

**ACTIONS**

***Hooves. Melee Weapon Attack****:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage plus 7 (2d6) fire damage.

***Ethereal Stride.***The nightmare and up to three willing creatures within 5 feet of it magically enter the Ethereal Plane from the material plane or vice versa.

**Undead Soldier/Archer**

**Armor Class 12**

**Hit Points 22 (3d8 + 9)**

**Challenge 1/4 (50 XP)**

Speed 20 ft.

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

**Saving Throws Wis +0**

Damage Immunities poison

Senses darkvision 60 ft., passive Perception 8

Languages: understands the languages it knew in life but can't speak

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

**ACTIONS**

*Shortsword (melee):* +3 to hit, reach 5 ft., one target.

*Hit:* 4 (1d6 + 1) slashing damage.

*Shortbow (Ranged)* +1 to hit, reach 80 ft. *hit :*( 1d6+1)

**Swarm of zombies**

**Armor Class 6**

**Hit Points 200 (21d12 + 63)**

Speed 20 ft.

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

Damage Resistances Bludgeoning, Piercing, Slashing

Damage Immunities Poison

Condition Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Stunned

Senses Darkvision 60 ft., Passive Perception 8

Languages: understands the languages of its creator but can't speak

**Challenge 4 (1,100 XP)**

**Undead Fortitude:** If damage reduces the zombie swarm to 0 hit points, it spawns 2-5 Zombies.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a medium humanoid. The swarm can't regain hit points or gain temporary hit points.

**Actions**

**Slam. Melee Weapon Attack:** +6 to hit, reach 5 ft., one target. Hit: 14 (4d6) bludgeoning damage. A target that is hit is then immediately subjected to a grab attack. A Zombie Swarm may attack any amount of targets within reach or within the swarm itself. If the hit points of the swarm is reduced by half, then reduce the damage by half (2d6).

**Grab. Melee Weapon Attack:** +6 to hit, reach 5 ft., one creature. Hit: 14 (4d6) bludgeoning damage, and the target is grappled (escape DC 15). Until this grapple ends, the creature is restrained, and the swarm can constrict another target. If the hit points of the swarm is reduced by half, then reduce the damage by half (2d6).

**Giant spider**

**Armor Class 14**

**Hit Points 26**(4d10+ 4)

Speed30 ft., climb 30 ft. ft.

STR 14 (+2) DEX 16 (+3) CON 12 (+1) INT 2 (-4) WIS 11 (0) CHA 4 (-3)

Skills: Stealth +7

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 10

**Challenge 1(200 XP)**

Spider Climb: The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense: While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker: The spider ignores movement restrictions caused by webbing.

**Bite:** Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 7 (1d8 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

**Web:** Ranged Weapon Attack: +5 to hit, range 30/60 ft., one creature. Hit: The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

**Swarm of spiders**

**Armor Class12**

**Hit Points 22(5d8)**

Speed20 ft., climb 20 ft. ft.

STR 3 (-4) DEX 13 (+1) CON 10 (0) INT 1 (-5) WIS 7 (-2) CHA 1 (-5)

Damage Resistances bludgeoning, piercing, and slashing

Condition Immunities: charmed, frightened, grappled, paralyzed, petrified, prone, restrained, and stunned

Senses: blindsight 10 ft., passive Perception 8

Challenge1/2(100 XP)

Swarm: The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a tiny insect. The swarm can't regain hitpoints or gain temporary hit points.

**Bites:** Melee Weapon Attack: +3 to hit, reach 0 ft., one target in the swarm's space. Hit: 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer.

**Drow Soldier**

**Armor Class 15**

**Hit Points 13** (3d8)

Speed30 ft. ft.

STR 10 (0) DEX 14 (+2) CON 10 (0) INT 11 (0) WIS 11 (0) CHA 12 (+1)

Proficiency Bonus+2

Skills: Perception +2, Stealth +4

Senses darkvision 120 ft., passive Perception 12

Languages: Elvish, Undercommon

**Challenge1/4(50 XP)**

Fey Ancestry: The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

Innate Spellcasting: The drow's spellcasting ability is Charisma (spell save DC 11). It can innately cast the following spells, requiring no material components: At will: dancing lights 1/day each: darkness, faerie fire

**Sunlight Sensitivity**: While in sunlight, the drow has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

**Actions**

Shortsword: Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

**Hand Crossbow**: Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target. Hit: 5 (1d6 + 2) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

**Elite Drow Warrior**

**Armor Class 18** (Chain Shirt)

**Hit Points 72** (11d8 + 22)

Speed: 30 ft.

STR 13 (+1) DEX18 (+4) CON14 (+2) INT11 (+0) WIS13 (+1) CHA12 (+1)

Saving Throws: Dex +7 Con +5 Wis +4

Skills: Perception +4

 Passive Perception 14

Languages: Undercommon, Elvish

**Challenge 5 (1800 XP)**

Fey Ancestry: The Drow has advantage on saving throws against being charmed, and magic cannot put drow to sleep.

**Sunlight Sensitivity:** While in sunlight, the drow has disadvantage on attack, as well as wisdom (perception) checks relying on sight.

Innate Spellcasting. The Drow's innate spellcasting ability is intelligence (DC12). it can innately cast: dancing lights (at will), darkness, faerie fire, levitate (1/day)

Actions

Multiattack. The drow makes two shortsword attacks.

**Short Sword**: Melee Attack: +7 to hit, reach 10ft, one target Hit: 7 (1d6+4) Piercing Damage + 10(3d6) Poison Damage

**Hand Crossbow:** Ranged Attack: +7 to hit, range 30/120ft, one target Hit: 7 (1d6+4) Piercing Damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. The target can re peat the saving throw at the end of each of its turns, ending the effect on itself on a success. If he/she fails by 5 or more, they are unconscious while poisoned and wakes up upon damage or shaken awake.

**Reactions**

Parry: The drow adds 3 to its AC against one melee attack that would hit. To do so, the drow must see the attacker and be weilding a melee weopon.

**Dania**

**Armor Class 16** (scale mail)

**Hit Points 71 (13d8 + 13)**

Speed 30ft.

STR 10 (+0) DEX 14 (+2) CON 12 (+l) INT 13 (+1) WIS 17 (+3) CHA 18 (+4)

**Saving Throws**: Con +4, Wis +6, Cha +7

Skills Insight: +6, Perception +6, Religion +4, Stealth +5

Senses**:** darkvision 120ft., passive Perception 16

Languages: Elvish, Undercommon

**Challenge 8 (3,900 XP)**

*Fey Ancestry.* The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

*Innate Spellcasting.* The drow's innate spellcasting ability is Charisma (spell save DC 15). She can innately cast any spells.

**SPELLS**

**Cantrips (at will**): *guidance, poison spray, resistance, spare the Dying, thaumaturgy*

1st level (4 slots): *anima/friendship, cure wounds, detect poison and disease, ray of sickness*

2nd level (3 slots): *lesser restoration, protection from poison, web*

3rd level (3 slots): *conjure animals* (2 giant spiders), *dispel magic*

4th level (3 slots): *divination, freedom of movement*

5th level (2 slots): *insect plague, mass cure wounds*

**ACTIONS**

*Multiattack.* The drow makes two scourge attacks.

*Scourge. Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (ld6 + 2) piercing damage plus 17 (5d6) poison damage.

*Summon Demon (1/Day).* The drow attempts to magically summon a Demon with a 30 percent chance of success. If the attempt fails, the drow takes 5 (1d10) psychic damage. Otherwise, the summoned demon appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other demons. It remains for 10 minutes, until it or its summoner dies, or until its summoner unsummons it.