

# Lost Orbs of Thonos

A D&D adventure by Nik Sands, 2024  
For ~3 characters at levels 1-3

## Introduction

A respected friend has picked up a mysterious hovering sphere which was misplaced by a city official who seems to be able to disappear into thin air and reappear when nobody is around. He wants help to uncover the secrets of these two mysteries.

## Notes

This campaign is specifically aimed at players who prefer less killing of humanoids.

Part 2 (Pyramid) was originally going to have more complex maps, puzzles and encounters on the levels 3-5 (hence the large empty-ish maps). However, due to time constraints before the game was due to be played for the first time, there is only one encounter/puzzle in each level. Creative DMs may wish to modify the levels 3-5 of the Pyramid to be more interesting and challenging.

## Preparation

Print out the following documents ready to show to the players at the appropriate times:

- Crank Key Staff
- Pyramid View
- Pyramid Inside Wall Engravings

They should also have access to paper and pencil to copy part of the Engravings, if they can find an in-game way to do so.

## Sondlis' Mystery

An old friend, Sondlis, has settled into his new home town of Traboh and is attempting to help the Townmaster to bring order to the town. He has invited his friends to visit him where he is staying at the town's only inn.

When they find him at 'The Haymaker's Return' (inn), Sondlis appears agitated or excited, and is keen to have some time with them in private. He ushers them into his room and double-checks outside the door to ensure that nobody is listening, then closes the door. Once he is sure there is complete privacy, he explains:

*I was planning to meet with Townmaster just this morning to discuss improvements to order and safety. He was not there, so I sat outside the Town Hall on the steps, off to the side where I wouldn't block the doorway, to await his return.*

*After a few minutes, I heard talking from within and was greatly surprised since there was clearly nobody there when I went inside earlier. There is nowhere to hide inside, just a few tables, chairs, and the records alcove at the back with shelves full of the town records and various other books.*

*The talking I heard was more like mumbling and muttering, but I clearly heard a few phrases, including:*

*"...can't believe I've just stumbled on this!"*

*"...it's just been here all this time..."*

*"...he will pay handsomely for this information!"*

*I could hear that whoever it was, was coming towards the door, so I quickly walked off to the side for a short distance, then turned and started back towards the hall again, so that he wouldn't know that I'd been there or heard anything. Then out stepped the Townmaster himself, looking rather excited and nearly walked right into me, so distracted he was.*

*He was very startled to see me but quickly calmed his excitement and asked what I was doing there. I explained that I was planning to meet with him to discuss order and safety about town, and to offer my assistance as a member of the Lord's Alliance.*

*He seemed somewhat disinterested, or perhaps distracted, but he promised to meet me back here in two hours, and said that he had some important personal affairs to take care of before then. Off he went, walking at a swift pace (well as swift as he was capable of, anyhow).*

*And now this is where it gets strange. Two very peculiar things happened, but I'll tell you about them in reverse order:*

*So the second thing that happened after the Townmaster left me was that I went back into the hall to figure out why I hadn't seen him when I looked inside earlier. This time I looked more carefully, but there was absolutely nowhere for him to hide in there. Like I said before, there is just a desk, a few tables and chairs and the*

*records and books alcove at the far end of the hall. So how did he walk out the front door if he wasn't in there in the first place?*

*Now here's the other thing (which happened before I went back into the hall)... and this is even more incredible... when the Townmaster got startled by nearly bumping into me on his way out of the hall he dropped something without realising it. After he left, I picked it up... here it is... and I'll warn you, this is pretty weird...*

Sondlis then reaches into a pocket on his pack and pulls out a small transparent blue sphere which he holds on his outstretched and open hand. It appears to be made from glass, or perhaps fashioned from some large blue crystal. The sphere is perfect in shape, clarity, smoothness and reflectiveness and about 2.5 inches in diameter. It is almost mesmerising in the simplicity of its beauty.

But here is where it gets weird... at first, you don't notice anything especially odd about it, but then you notice that it is not actually sitting on Sondlis' hand, but rather it is hovering about half an inch above it! Sondlis then moves his hand up, and the sphere moves up with it, always just a tiny bit above his hand. He moves his hand down, and it follows, but hovering just above the hand.

Then Sondlis moves his hand sideways and instead of the sphere moving sideways with his hand, it falls to the floor after the hand has moved out from under it. You expect it to make a sound and possibly even shatter, but no, it doesn't actually hit the floor. Instead, it stops and hovers just a smidge above the floor. Then Sondlis picks it up with one finger and a thumb on each side of it and starts to turn it around. As his thumb turns under the sphere, it moves a little away from the bottom of the sphere. It's as though his thumb is being pushed away from the underside of the sphere, while he appears to be trying to grip it tightly. Then as he continues to turn it, and his thumb rotates around to the side again, the thumb comes closer and touches the sphere again.

He grins and says, "You all look as dumbstruck as I felt when I first picked it up!". Sondlis then passes the little blue crystal sphere to you (whoever is closest?) so that you can each get a closer look.

As you are all playing with the sphere and taking a closer look, he asks, "Have you ever hear of the Lost Orbs of Thonos?".

Characters with good knowledge of history, myths or literature will know a little about Thonos. Thonos was a high elf in the realm of Lithmon about 500 years ago. He excelled in the arts that men call magic, but which the elves sometimes just call nature, or even science, and they wonder why humans and others cannot discern elements of nature that are obvious to the elves. Well Thonos devoted much of his life to harnessing the power of gravity. He believed that gravity is a source of power in the same way the heat is, and that he just needed to find a way to store it, and then to put it to work.

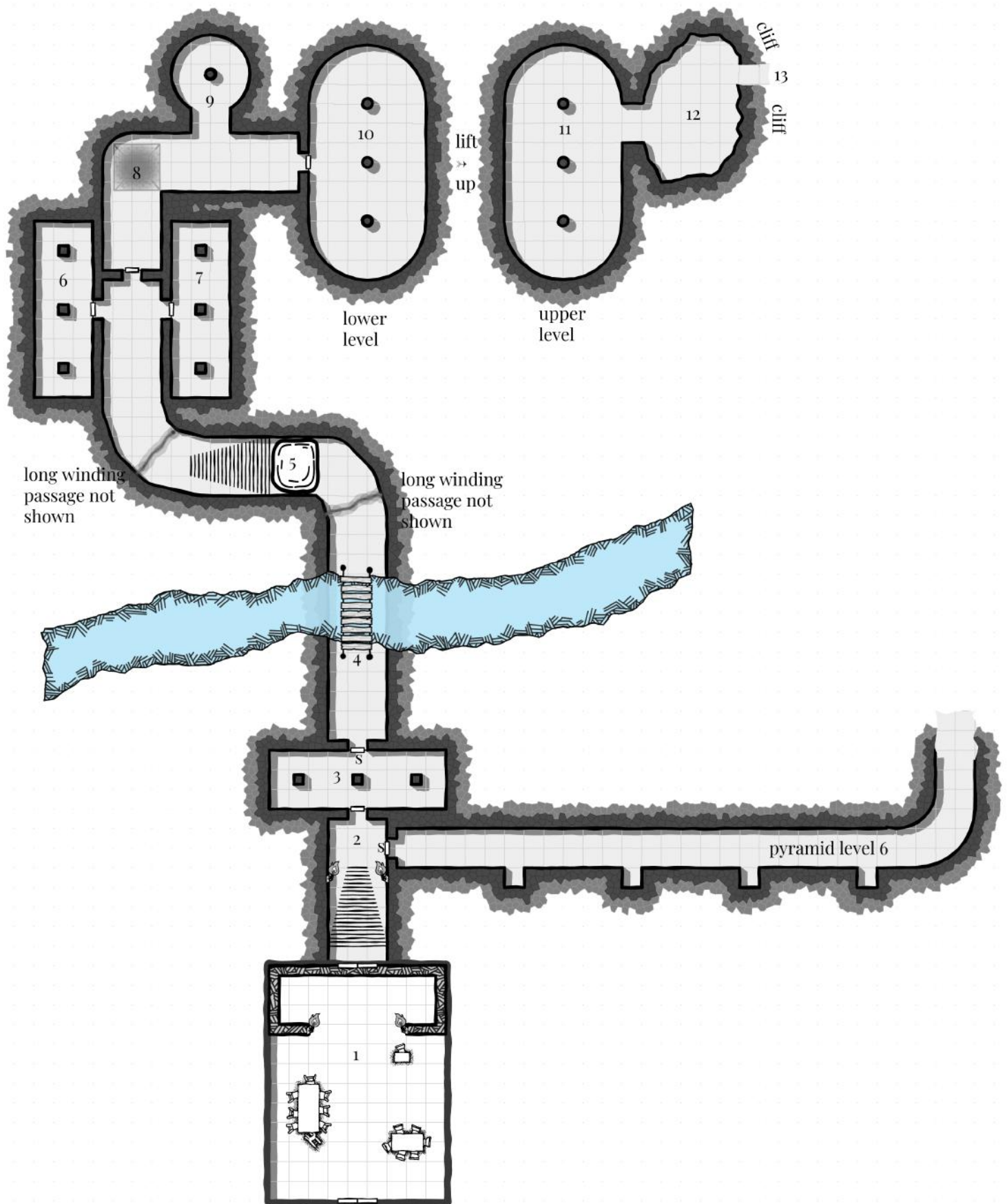
Eventually he claimed that he had been able to harness the power of gravity and that it simply needed to be separated into its three phases to be stored and used. He referred to the three components of gravity as colours, and said that he had already put gravity to work successfully after storing its components in crystal orbs.

However, he soon disappeared without a trace and nobody knew for sure if he did harness gravity as a power source. Of course these days, nobody knows if Thonos even existed, or if it's all just a myth.

Sondlis ends with, "Personally, I never believed it. Until now. But this sphere is too small. The Orbs of Thonos were supposed to be much larger than this. About a foot in diameter. So maybe this is nothing to do with Thonos. But look how it hovers! Defying gravity! Maybe when he vanished, Thonos secretly moved here to avoid his sceptics and continue his work."

Sondlis will request that the adventurers take the small sphere with them and that they examine the Town Hall more closely to figure out where the Townmaster had been hiding and where he found this hovering sphere. Sondlis will keep the Townmaster busy and distracted at the inn (he has a meeting booked with him anyhow).

# Part 1 - Caverns



# 1. Hall and Secret Doors

At the back of the Town Hall is an alcove where the town records and other documents, scrolls and books are stored. At each side of the entrance of the alcove are sconces holding unlit torches (there is plenty of light coming through the windows down the sides of the hall).

Pulling the sconce on the left will cause two of the bookshelves at the centre-back of the alcove to open revealing a small dark passage with a staircase leading steeply downwards. Pulling the sconce on the right will cause the secret bookshelf doors to close.

# 2. Staircase to the Caverns

The stairs lead down for a short distance to a closed door straight aheads. There is also a secret door to the right which cannot be seen from this side and cannot be opened from this side (it may be opened from the other side later on).

The passage and stairs are in near darkness, so it will be difficult to see any of this without any light. The torches in the alcove can be easily lifted out of their sconces for this purpose, if no other light sources are available (of course they will need to be lit!).

When the door in front of the stairs is opened, the secret bookshelf doors will close and jamb such that they cannot be opened from the stairs side!

# 3. Blue Orb Room

This room is only 15 feet deep but 45 feet wide. There is a secret door directly opposite the entry door. It is easily found by anyone that makes any effort to search or investigate the room, and opens easily when pushed.

Within the room are three identical stone pedestals, each being two foot square and two feet high. The centre pedestal has nothing on it. Each of the two side pedestals has two blue hemispheres sitting on it. The hemispheres are sitting up-side down (flat side up). The flat side has a small round (hemispherical) hole, exactly the same size as the small blue sphere that Sondlis found.

Placing the small blue sphere into one of the blue hemisphere's holes will cause it to snap in place and make a brief fizzing/buzzing sound and it cannot be removed again. Placing the other hemisphere onto it will form a larger round blue orb and again it will snap into place with the same brief fizzing/buzzing sound. However, this time it is followed by a continuous faint hum which is more of a feeling than a noise. It feels like a powerful energy.

Note that the larger full/complete Orb does not hover like the smaller sphere did on its own, but it weighs almost nothing at all, despite the fact that it looks quite heavy, and the two hemispheres themselves were quite heavy before they were snapped together with the small sphere to form the whole Orb.

# 4. Ravine and Bridge

The passage intersects a 30ft wide subterranean ravine in which water can be heard flowing in the 30 ft below. A rickety-looking rope and plank bridge spans the ravine.

Smaller characters can cross safely with a DC5. Larger characters will need a DC15.

Failure will result in planks breaking under the weight of footsteps and the character will fall through the bridge. The first falling character will need DC10 (dexterity) to catch the bridge on their way down, subsequent characters will only need DC5 (dexterity). Failing to catch the bridge will result in landing in the subterranean river, which is only 5 feet deep and not flowing quickly. Take d6 damage and attempt to climb back up the other side of the ravine.

After the first character is over, they can arrange a safety rope to make crossing much safer.

XP: 50 (for any character who falls and climbs out again)

## 5. Amber Glass Floor

There is an Ochre Jelly here, just before some stairs descend further. It is spread right across the floor so that it looks like the floor is made of amber glass. Touching it will result in combat with the jelly.

ENCOUNTER: Ochre Jelly

XP: see 'Two Small Ochre Jellies', below

If this jelly gets close to death, it will be split into two pieces (perhaps by a sword strike, or a nasty burn with a torch) and the both smaller jellies will quickly squelch off down the stairs, around the corner and out of sight.

OCHRE JELLY						Traits
Large Ooze, Unaligned						
Armor Class 8						
Hit Points 45 (6d10 + 12)						
Speed 10 ft., climb 10 ft.						
STR						
DEX						
CON						
INT						
WIS						
CHA						
15 (+2)						
6 (-2)						
14 (+2)						
2 (-4)						
6 (-2)						
1 (-5)						
Damage Resistances Acid						
Damage Immunities Lightning, Slashing						
Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Prone						
Senses Blindsight 60 ft. (blind beyond this radius), Passive Perception 8						
Languages --						
Challenge 2 (450 XP)						Proficiency Bonus +2
Amorphous.						The jelly can move through a space as narrow as 1 inch wide without squeezing.
Spider Climb.						The jelly can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.
Actions						
Pseudopod.						Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) bludgeoning damage plus 3 (1d6) acid damage.
Reactions						
Split.						When a jelly that is Medium or larger is subjected to lightning or slashing damage, it splits into two new jellies if it has at least 10 hit points. Each new jelly has hit points equal to half the original jelly's, rounded down. New jellies are one size smaller than the original jelly.

## 6. Yellow Orb Room

The room is the same size and shape as the Blue Orb Room and has the same three stone pedestals arranged in it. There is a small yellow sphere hovering just above the centre pedestal. The two side pedestals each have a yellow hemisphere with a small hole in the centre of the upturned flat side.

However, these two yellow hemispheres are actually the two ochre jellies! The real hemispheres have been pushed off the pedestals and are now on the floor behind the pedestals (and will not be seen unless the room is searched, or characters at least go around to the other side of the room).

ENCOUNTER: Two Small Ochre Jellies

XP: 450 (including the single larger Ochre Jelly, above)

Once found, the hemispheres and the small sphere can be assembled into a yellow orb (snap/fizz, snap/fizz, mmmmmmmmm) similarly to the blue orb.

## 7. Red Orb Room

This room is the same size and shape as the Blue and Yellow Orb Rooms and has the same three stone pedestals arranged in it. There is a small red sphere hovering just above the centre pedestal. The two side pedestals each have a red hemisphere with a small hole in the centre of the upturned flat side.

There are two skeletons on the floor between the pedestals.

ENCOUNTER: Two Skeletons

XP: 100

The hemispheres and the small sphere can be assembled into a yellow orb (snap/fizz, snap/fizz, mmmmmmmmm) similarly to the blue orb.

# SKELETON

Medium Undead, Lawful Evil

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Armor Class 13 (armor scraps)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

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STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

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Damage Vulnerabilities Bludgeoning

Damage Immunities Poison

Condition Immunities Exhaustion, Poisoned

Senses Darkvision 60 ft., Passive Perception 9

Languages Understands all languages it knew in life but can't speak

Challenge 1/4 (50 XP)

Proficiency Bonus +2

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## Actions

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

**Shortbow.** *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.



## 8. Floor Trap

The first person to tread on the floor here will result in the floor collapsing into a pit 15 ft deep. The trap can be found before collapsing if anyone searches for traps at this location and succeeds with a DC10 (perception).

Falling into the trap will result in d4 damage. Climbing out will require DC15 (dexterity), but can try multiple times. Each failure will result in d4-2 damage (some falls will result in no damage). Since the pit is only 15 ft deep, climbing out will not require a DC check if there is another person in the pit helping (eg, standing on shoulders) or a rope has been lowered and secured.

## 9. Spiral Pedestal in Round Room

This round room has a beautifully carved spiral stone pedestal in the centre. The top of the spiral has four branches spread horizontally in four directions.

But beware, it is not actually a pedestal, it is a Grick. Getting to within 2 ft will result in combat with the Grick.

ENCOUNTER: Grick  
XP: 450

# GRICK

Medium Monstrousity, Neutral

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Armor Class 14 (natural armor)

Hit Points 27 (6d8)

Speed 30 ft., climb 30 ft.

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STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	11 (+0)	3 (-4)	14 (+2)	5 (-3)

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Damage Resistances: Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Senses: Darkvision 60 ft., Passive Perception 12

Languages --

Challenge 2 (450 XP)      Proficiency Bonus +2

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## Traits

**Stone Camouflage.** The grick has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

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## Actions

**Multiattack.** The grick makes one attack with its tentacles. If that attack hits, the grick can make one beak attack against the same target.

**Tentacles.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage.

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

## 10. Lift - Lower

This room is almost double the width and depth of the orb rooms and is oval instead of rectangular. The ceiling is a long way up (30 ft) but there is some dim daylight coming from an opening in the far wall near the ceiling.

There are three crystal pedestals rising out of the floor, which are round in profile but also round (domed) on top. The one at the right is blue, centre is red, left is yellow.

If a single orb is placed on a single pedestal, it just rolls off the dome top and onto the floor. BANG! (It makes quite a noise and echoes through the passages, but suffers no damage.)

If all three orbs are placed (or held) on their corresponding coloured pedestal simultaneously, then their humming energy will feel stronger and the floor of the room will rise up like a lift.

## 11. Lift - Upper

The floor rises but the pedestals (and orbs) are left behind/below revealing three holes in the floor through which they used to protrude. The sound of a large growling animal can be heard above, and the shape of a large creature moving in the light above can be seen.

As the lift rises further, the three holes will be exactly filled by three stone pillars hanging from the ceiling as the lift floor moves into place with the holes around the pillars.

Once the stone pillars fill the holes, the lift stops rising about 10ft from the ceiling. As it does so, it also crushes and traps the foot of the large Owl-Bear which was attracted by the noise of the adventurers. It screams and howls in pain.

The Owl-Bear is trapped but is capable attacking anyone who gets close enough. It is also blocking the only exit, which appears to be through a cave behind the Owl-Bear. Broad daylight can be seen on the other side of the Owl-Bear's den.



The Owl-Bear is able to squirm around the corner of its cavern entrance if attacked by a range weapon, so close combat will be required.

ENCOUNTER: Injured Owl-Bear  
XP: 350

## 12. Owl Bear's Den

Apart from the Owl Bear, the only other significant item in the den is an old mouldy back pack. It will tend to tear and fall apart if handled. It contains a Silver Torc with rubies at each end, two Silver Amulets each inset with 3 sapphires, and a Silver Necklace with a large emerald pendant.

The only exit turns out to be the entrance at the other side of the Owl-Bear's den. It is a cave mouth set high in a cliff. There is a narrow path which descends from the cave mouth steeply down the cliff face towards the forest below.

This must be on the other side of a hill facing away from the town from which the adventure started, and there is nothing to be seen in any direction but forest.

Or is there? There may be the top of some stone construction amongst the trees about 150 ft from the foot of the cliff.

## 13. Owl Bear's Path

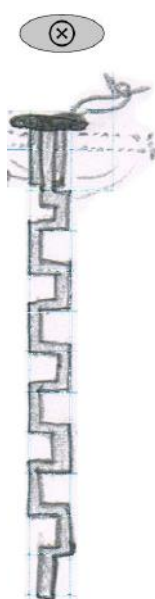
There is another Owl-Bear approaching up the path towards the cave!

ENCOUNTER: Owl-Bear  
XP: 350 (or 700 if the Owlbear doesn't fall, but is defeated entirely in combat)

The Owl-Bear may fall off the path down the cliff face during combat, at the DM's discretion.

Hanging from a protruding rock alongside the path and next to the cave mouth is what appears to be an unusual staff. Its broad, flat circular top is engraved with a cross inside a circle.

OWLBEAR							Traits	
Large Monstrosity, Unaligned								
Armor Class 13 (natural armor)							<b>Keen Sight and Smell.</b> The owlbear has advantage on Wisdom ( <i>Perception</i> ) checks that rely on sight or smell.	
Hit Points 59 (7d10 + 21)								
Speed 40 ft.								
STR	DEX	CON	INT	WIS	CHA		Actions	
20 (+5)	12 (+1)	17 (+3)	3 (-4)	12 (+1)	7 (-2)		<b>Multitask.</b> The owlbear makes two attacks: one with its beak and one with its claws.	
Skills <i>Perception</i> +3							<b>Beak.</b> <i>Melee Weapon Attack:</i> +7 to hit, reach 5 ft., one creature. Hit: 10 (1d10 + 5) piercing damage.	
Senses <i>Darkvision</i> 60 ft., <i>Passive Perception</i> 13							<b>Claws.</b> <i>Melee Weapon Attack:</i> +7 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) slashing damage.	
Languages --								
Challenge 3 (700 XP)							Proficiency Bonus +2	



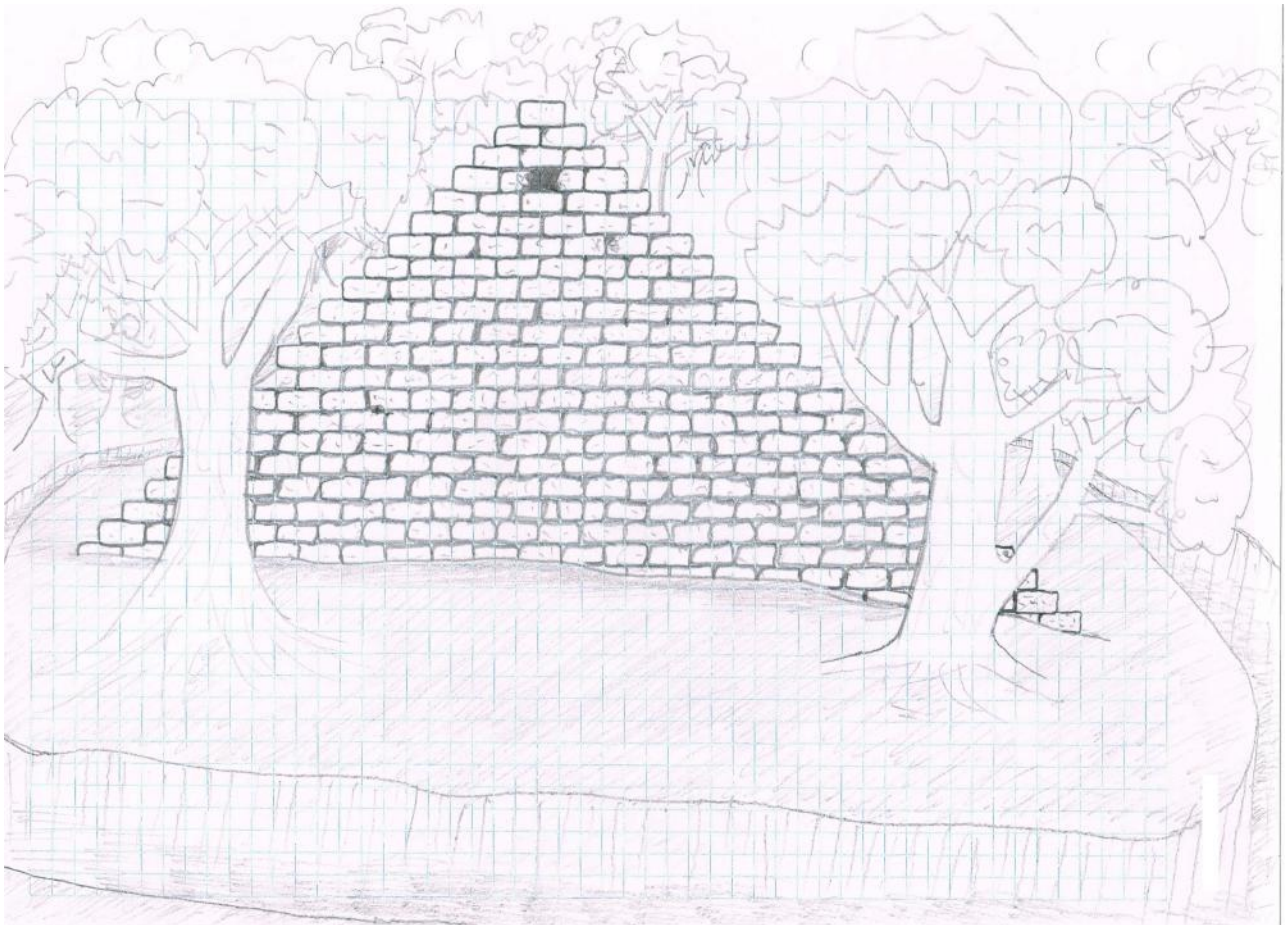
It is hanging by a leather thong, which perhaps could also be used as a wrist strap. The staff is made of some strange metal which is light weight but very strong cast into a shape with alternating right angles.

The top part of the shaft has two hinged segments that can fold out to right angles (90°). (This should not be immediately obvious, but these hinged segments are actually handles which can be used to turn this staff which is actually a large crank key which the characters will need to have with them to open a door later.)

When the path reaches the base of the cliff, it turns towards the forest and peters out as it reaches the forest floor.

Through the trees in the distance, some sort of stone construction can be seen. It takes a few minutes to get through the forest enough to see it properly. It is a large pyramid, a similar height to the tallest trees in the forest!

# Part 2 - Pyramid



## Pyramid Moat

There appears to be a gap in the stone-work near the top of the pyramid - a gaping hole leading into empty darkness. Surrounding the base of the pyramid is a 30 ft deep ravine. Some strange plants are growing from the sheer sides of the ravine (which cannot be climbed). They appear to be waving slowly even though there is not a breath of wind.

(These plants are actually water weeds and the ravine is actually full of invisible water which flows slowly from left to right.)

If the adventurers take more than a couple of minutes to figure out how to cross the ravine (the moat), then a patrol of goblins will walk into the area from the surrounding forest and attack them. (Exact number to be determined by the DM.) They are also likely to flee if the adventurers put up stiff resistance.

ENCOUNTER: Goblins at the Moat  
(optional)  
XP: 100-300

This encounter should result in either a goblin (possibly dead) or an adventurer (near the end of combat) falling into the moat (ravine). They will float above the ravine, level with the ground, slowly drifting

# GOBLIN

*Small Humanoid (Goblinoid), Neutral Evil*

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Armor Class 15 (leather armor, shield)  
Hit Points 7 (2d6)  
Speed 30 ft.

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STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	10 (+0)	8 (-1)	8 (-1)

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Skills Stealth +6  
Senses Darkvision 60 ft., Passive Perception 9  
Languages Common, Goblin

Challenge 1/4 (50 XP)      Proficiency Bonus +2

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## Traits

**Nimble Escape.** The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

## Actions

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

**Shortbow.** *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

to the right, because of the invisible water.

The invisible water feels like water (cold/wet), but has no effect on light at all. Even when clothes are wet, they appear dry (ie, not darker or more transparent), although they might cling and hang like wet clothes.

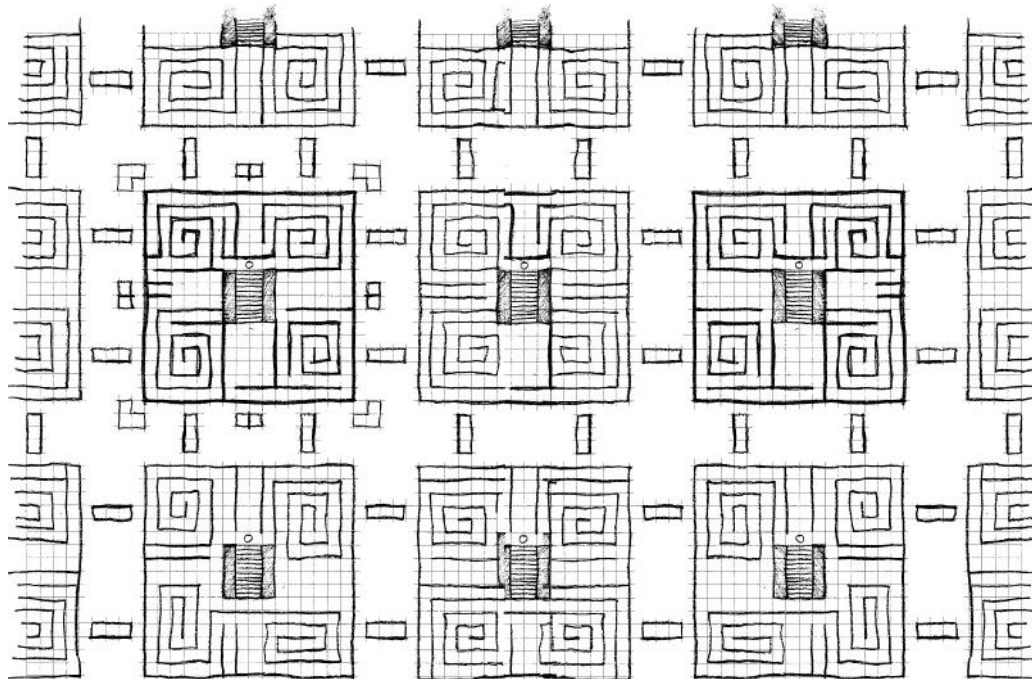
## Pyramid Level 1 - Engraved Walls



Stairs descend from the opening near the top of the pyramid into the middle of a small room. The inside of the stone walls of this room are entirely engraved with square spiral patterns (show illustration to the players). The pattern appears to repeat all over the walls, however, if examined more closely, it can be seen that each iteration of the pattern is a little different from the others.

One pattern in particular has additional shapes surrounding it which none of the others have. I.e., the top-left of the 6 (whole) patterns in the illustration. Soon (perhaps while exploring the next level), the players will need to figure out that this is actually a map of the labyrinth in next level

(2) of the pyramid.

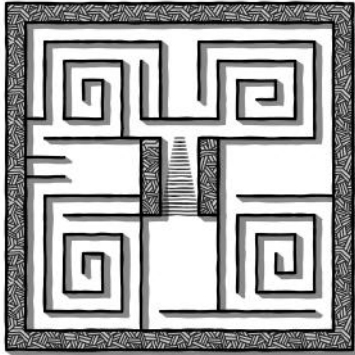


However, they cannot take this illustration with them to the labyrinth, as it is engraved on the wall. They may need to make a copy of the map, to take with them if the characters have sufficient paper and writing implements, or can figure some other way to do so. Eg, if they do not have drawing stationery, they could go back into the forest, burn some wood and use the charcoal to draw on one of their back packs. The players can make a copy of this with paper and pencil while their characters are in the top level looking at the walls.

Another set of stairs is directly below the entry stairs and can be found and accessed by walking around the walls beside the entry stairs to the other side of the room. This pattern of stairs is repeated for each level of the pyramid: There is a solid stone wall on each side of the stairs, and at one end there is a staircase leading upwards, and from the other end there is a staircase leading downwards.

Each level is square, and each level is larger than the level above it.

## Pyramid Level 2 - Labyrinth

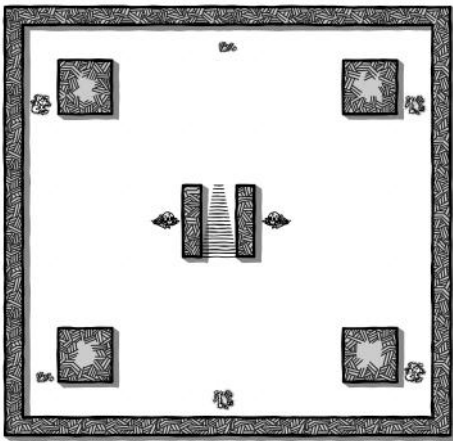


This level is a labyrinth which is mapped by one of the spiral engravings on the level above (1) - the engraving with the additional shapes around it (see illustration).

The labyrinth will have to be successfully negotiated in order to reach the stairs down to the next level.

If the characters made a copy of the labyrinth map, they can take it with them into the labyrinth. But as soon as they leave that upper level, the players must no longer have access to the original pattern/map. They can only use the copy that they made themselves - and hope that they got it right!

## Pyramid Level 3 - Skeletons



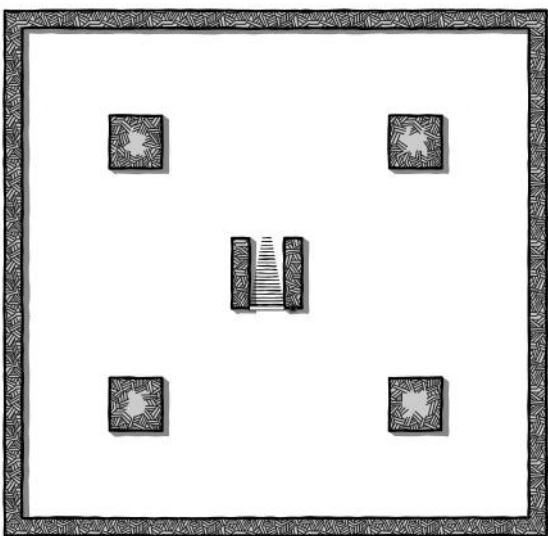
This room has 4 large square pillars which help hold up the rest of the pyramid, above.

There are 8 skeletons in this room. The 2 closest to the stairs are undead skeletons (on either side of the stairwell's walls).

ENCOUNTER: 2 Skeletons  
XP: 100

Another staircase leads to the next level down.

## Pyramid Level 4 - Flood



In this room are the same 4 large square pillars holding up the rest of the pyramid above.

There is a constant sound of dripping from one of the far corners of the room. There are a few fish skeletons here and there on the floor.

The dripping noise increases to a trickle from several points in the ceiling, and continues to increase to a steady flow, with the occasional fish flopping in with the water.

The (normal, visible) water begins to pool on the floor and get gradually deeper and deeper.

There is nothing to stop the characters re-ascending the stairs to the level above, if the water gets too deep. However, they will still need to

progress to the next level down by swimming and working underwater, in which case, an occasional DC5 (constitution) will be required to avoid exhaustion and taking on excess water (d4 damage).



But quick thinking and quick action may avoid having to do any of the following under water.

There is another set of descending stairs in a similar location below the stairs from the previous level, but they are blocked by a stone door which will not move. There is no door handle. In the wall next to the door, there is an oval hole in the wall. This is a keyhole and the staff which was hanging at the top of the path just outside the Owl-Bears' den is the key.

Engraved next to the keyhole is the same cross-inside-a-circle symbol that is engraved onto the top of the staff. However, this will not be obvious until characters look more closely at the keyhole.

The staff must be inserted narrow/bottom end first. The top end with the flat disc and hinged arms will not fit into the hole - the disc is too large. It must then be turned, then inserted further, then turned, then inserted further, etc, until all the way in. The staff's two hinged flaps near its top will need to be folded out to use as handles to turn the staff/key - like crank handles. Each turn of the crank/key/staff results in the sound of grinding stone machinery within the wall. The final turn of the staff will open the door (it rises into the ceiling, as though by released springs).

Once the door is opened, the water will stop flowing (just a bit of dripping remains). All the water in the room will rush down the stairs to the next room. If the water is more than knee deep, any characters near the door will need a DC15 (strength) to avoid being swept down the stairs with it. If the water is more than waist deep, DC20 (strength) will be required. Any characters swept down the stairs will suffer d4-2 damage (some may get no damage).

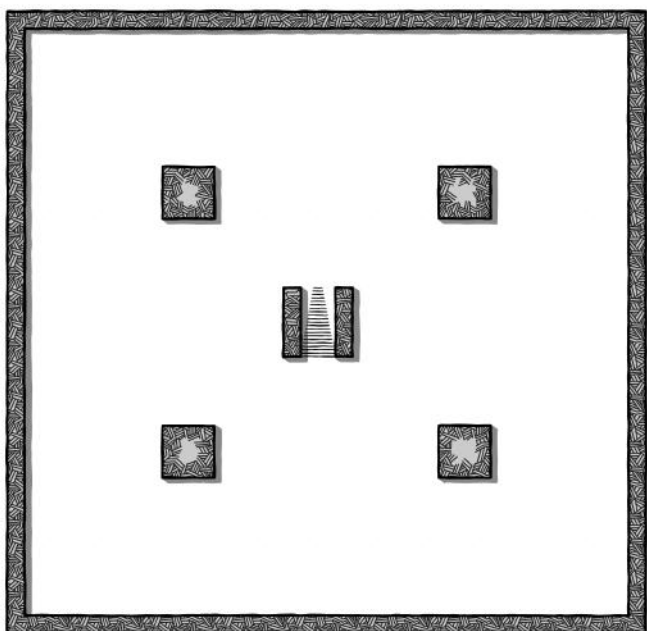
XP: 150

## Pyramid Level 5 - Pteranodons

The water which flowed down the stairs from the level above drains into several holes in the floor and disappears leaving a few fish flapping about here and there on the floor.

The same 4 square pillars are supporting the rest of the pyramid above.

<b>PTERANODON</b> <i>Medium Beast, Unaligned</i>						Languages --
Armor Class 13 natural armor						Challenge 1/4 (50 XP) Proficiency Bonus +2
Hit Points 13 (3d8)						
Speed 10 ft., fly 60 ft.						
STR	DEX	CON	INT	WIS	CHA	
12 (+1)	15 (+2)	10 (+0)	2 (-4)	9 (-1)	5 (-3)	
Skills Perception +1						
Senses Passive Perception 11						
						<b>Traits</b>
						<b>Flyby.</b> The pteranodon doesn't provoke an opportunity attack when it flies out of an enemy's reach.
						<b>Actions</b>
						<b>Bite.</b> <i>Melee Weapon Attack:</i> +3 to hit, reach 5 ft., one target. <i>Hit:</i> 6 (2d4 + 1) piercing damage.



There are 2 adult Pteranodons and 3 juvenile Pteranodons in this room. They are busy feeding on the fish that have washed down from the level above. However, they will soon turn on the adventurers to defend their space. However, they will not leave this room, and adventurers can escape combat by descending the next (and last) staircase.

ENCOUNTER: 2+3 Pteranodons  
XP: 300

## Pyramid Level 6 - Passage

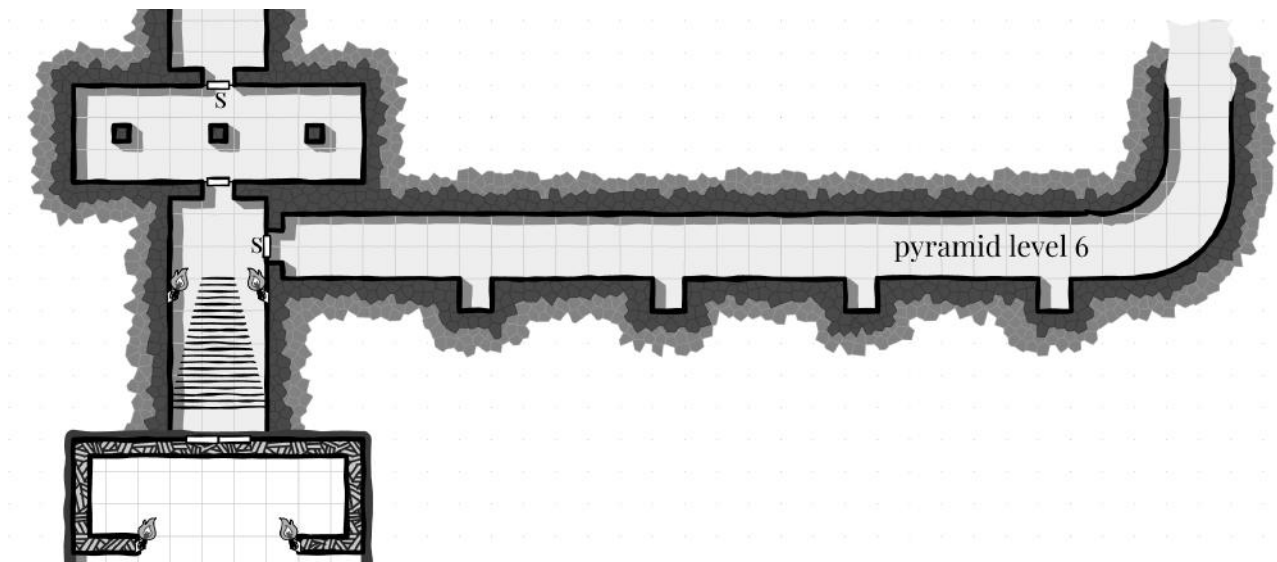
This level is merely an underground passage which extends a very long distance, constantly curving, winding and changing direction.

Eventually, it turns a right-hand corner and becomes dead straight. This straight section of passage is 100ft long and has 4 alcoves (5x5 ft) evenly spaced along the left-hand side. These alcoves are just large enough to hide a small number of people (or beasts), but are actually empty. Exploring adventurers may not be able to see any more than the first alcove when they first enter the straight passageway, but they will be able to see the each subsequent alcove by the time they reach the one before it.

If the characters are carrying any lights (eg, torches), then they will see that same number of lights moving in the distance at the far end of the straight passageway, at double the actual distance of the passage, because it is actually their own lights reflecting back to them. It will appear to them that there are other people carrying lights in the distance. They might like to sneak along the passage hiding in the alcoves as they progress. If they look out of the alcove, they may or may not see any lights in the distance, depending on if their own light remains in the alcove or not.

At the far end of this passage is a strong stone door covered with steel plate which has been highly polished so that it acts as a mirror (which is why the adventurers lights reflected back to them).

This door is easily pushed open from this side (although cannot be opened or even seen, from the other side).



## Return to the Town Hall

On the other side of the mirror-door are some stairs that ascend to the left, and to the right is an open door (unless they explicitly closed it earlier). Through the open door to the right is the pedestal room that the adventurers would recognise as home to the blue Orb!

Ascending to the left will return the characters to the behind the secret bookshelf doors at the back of the Town Hall.

These doors cannot be opened from inside, but muffled voices can be heard from the other side (although the words cannot be made out) - it is the Townmaster and Sondlis - and then one set of footsteps walking away as the Townmaster walks out, leaving only Sondlis in the hall.

Enough noise will get Sondlis's attention, but he will need to be instructed how to open the secret bookshelf doors. This may be difficult, because the muffling effect of the doors makes conversation very difficult (the DM should be able to act out Sondlis's side of the conversation, including attempts to repeat back mis-heard phrases, with a very muffled voice).

## **Conclusion**

Once everyone is safely back in the Town Hall, they return to their room at the inn, and Sondlis listens eagerly to their story.

Afterwards, he is keen to explore the caverns that have been discovered, retrieve the Orbs and work out how they might be used. But he is confident that he will need experts in elven magic to make any progress there. In the meantime, he must simply make the caverns, and the Orbs, safe.