

Chapter 4: Vålásir

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Change History

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Background Information

Vålásir

Vålásir of Colvarren was one of the Thirteen Hebdomad. In Elvish mythology it is said that when the god of the Elves' homeland died, it divided its power among thirteen individuals who became immortal world-shaping mages called Hebdomad. Each was charged with protecting the Elvish race and advancing its society, and given fractional deity power to do so. Instead they fought each other so callously that the plane that the Elves lived on shattered, leading the surviving elves to settle on the plane they now inhabit.

Vålásir is one of these mythic figures of the Elves' past. After Tan'Rar was founded it is said he settled among the people in a city called Colvarren where he lived in secret as a teacher and librarian. It is said he studied the works of Elvish scholars and mages throughout the ages and made copies of the most important works which he kept hidden in secret libraries all over the world. None of these libraries have ever been found, but there is enough evidence of their existence that they haven't been completely dismissed as myth.

[Read more about the Hebdomad](#)



Sylridian's Floodworks

The city of Sylridian is situated on a coastal lowland that was once the swampy delta of the Ysra River. Over the centuries of its existence it has been expanded, sacked, flooded, rebuilt, burned, flooded, sunk, abandoned, reclaimed, rebuilt, sacked again, flooded, occupied, liberated, and rebuilt once more. During the one round of rebuilding the city's architects sought to solve the flooding problem by building an extensive system of channels and cisterns beneath the city's streets to manage the seasonal runoff.

These are not the same as sewers. Sylridian has sewers which are almost completely separate from the floodworks. When the two meet you can smell it throughout the city, but that happens only rarely. The floodworks are designed for controlling volumes of water when the river swells each spring. In drier months the flood control tunnels run dry and the fresh water stored in the underground cisterns provides the city's water needs.

Introduction

Two days later (Tuesday), messengers are sent to find the party. Prof. Taneth again wants to see them. If Merle is staying with a party member he does not specifically ask that she be brought along.

Mid-afternoon, Professor Taneth's Office...

Piled on virtually every flat surface are old tomes, notebooks and folios, all concerning the supposed history of Valasir and secret libraries that may be hidden around Tan'Rar. The professor gathered these volumes once it was discovered that several original treatises on the life of Valasir were among things stolen from the Academy Vault. "Fortunately, like Valasir we keep copies" and he was able to get copies of the stolen writings from the Academy Grand Library and some history department collections.

Taneth hasn't had time yet to go through all of the texts that were stolen, but most of them detail attempts to find Valasir's supposed hidden libraries. It's safe to say that aside from the Helixes the thieves were also interested in finding whatever notes Valasir has hidden away in his secret libraries.

It is written that Valasir always preferred to live in cities. The last record of him was five hundred years ago around the outbreak of the War of Succession and only a few years before Tannock was frozen. With these pieces of information it's easy to guess that the libraries are in or near cities that are over five hundred years old. The old parts of Sylridian certainly fit that description, but they have been thoroughly investigated already. What isn't common knowledge is that the network of tunnels and cisterns that make up the floodworks below Sylridian were being expanded around the outset of the war and finished only a few years after the glacier appeared.

If Valasir really was as powerful as legends say, he could have survived the freezing of Tannock and hid an archive in the unfinished tunnels below the city. It's a longshot, but I want you to search the tunnels below the city while I study these notes. If that horned woman really is the would-be queen Zerith Amastatica, she could plunge the whole of Sylidar into another civil war.

I can't fathom what she wants with Valasir's library, but it must play into her bid for control somehow.

The Sylridian Floodworks

The 500-year-old expansion of the floodworks is under a block of shops and houses along Butcher Street near the old wall. The entrance is an unmarked door at the end of an alley, followed by a long metal ladder down into darkness. The party start on Level B2 at location 2A.

Inside, the tunnels are ten feet wide and five feet high with a narrow walkway along the side in a few places. Walls, floor, and ceiling are large stone bricks, mossy and weathered with age.

After descending a dark, seemingly endless ladder from the surface, the party find themselves standing at a small landing above a staircase running eastward and down. It is completely dark with no torch-sconces or fixed lights of any kind. Rushing water can be heard. At the bottom of the stairs is a large steel pressure-door held in place with metal bars. A large crankwheel on the door retracts the bars when turned, allowing the door to be opened. It swings outwards into the tunnel. On the opposite side of the door is a similar crankwheel.

2B: Junction

Here water flowing from the collector tunnel to the south turns westward and flows through a steel grate and down into the cistern at 2C. The water in the tunnel is only a foot deep but the current is strong. Small, unarmoured creatures must succeed a DC 10 **acrobatics** check to avoid being swept downstream to the grate.

The floodgate (A) to the east is closed shut. When it is opened using the lever at 1A, inrushing water overflows the walkway and carries any objects or creatures still in the area down to the grate. The current of the inrushing water is so strong that creatures are held against the grate and at risk of drowning if the floodgate is not closed. Strong creatures can attempt a DC 20 **strength** check to move against the current by grabbing small outcroppings on the stonework. Closing floodgate B lessens the supply of water, making it safe to open floodgate A.

2C: Deep, Small Cistern

This is a deep, dark, stone water tank. The surface of the water is 40' below the tunnel and water falls continuously down into it. A steel grate prevents objects from the tunnel from being carried down into it.

Searching the debris collected against the grate yields a **potion of climbing**, a **small silver mirror** (25gp), and a sac of **engraved metal dice** (25gp). A **perception** result of 15 or more also yields a watertight scroll case containing a **scroll of knock**. This treasure was randomly generated and may be replaced with half of a CR 2 treasure hoard.

2D: Junction

Here several tunnels merge and flow west into a large cistern. Floodgate C is closed. There are 3 **lizardfolk** here going through a sachel of stolen goods. Add 1 lizardfolk for every two party members beyond 4. The sachel contains three coin purses containing a total of 12 silver pieces. Opening Floodgate C will cause them to be swept into the grate and drowned after a few minutes. One of the lizardfolk carries an **etched dagger with a bone handle** worth 25gp.

2E: Full Small Cistern

Opening Floodgate C drains the water from this room. A steady stream of water from pipes near the ceiling slowly refills it over the course of 8 hours.

2F: Settling Pond

The surface of the water in this deep tank is level with the water in the tunnels. To the west an overflow tunnel connects to cistern 2G. If floodgate C was not opened this overflow is dry. A **lesser water elemental** lurks in the depths and will attack and attempt to drown any creature that swims in the water.

2G: Overflow Cistern

This wide stone tank has 30' of air from the water's surface to the overflow tunnel. The floodgate (D) on the west side is closed unless the players opened it using the 1D lever. If it's

open then water is gushing in from the Butcher Street collector tunnel. The water level will rise to be level with the incoming flow over the course of several minutes, after which time it is possible to simply swim across.

2H: Butcher Street collector tunnel

This tunnel's watercourse is deeper than the others and flowing very quickly bringing water from smaller tunnels together into the cisterns at 2G and 2I.

2I: Collection Tank

This large, deep tank is fed by the flow from tunnels on either side. Despite the massive amount of water flowing in it never seems to fill up because there is a drain deep below feeding even deeper storage tanks. Metal grates prevent anything from falling into the tank.

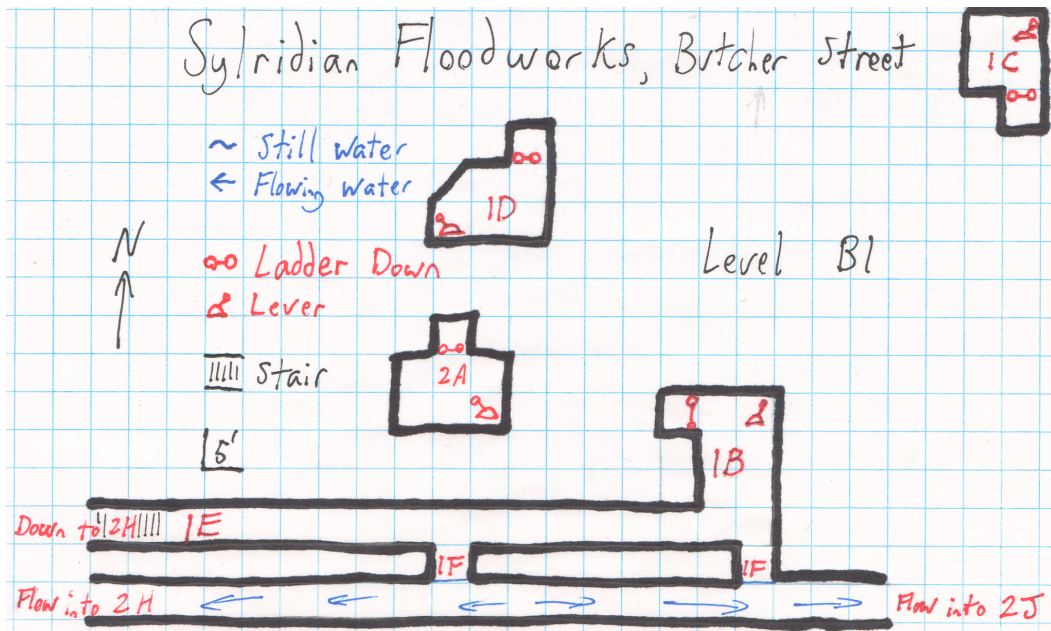
Searching the debris collected against the grate on the Butcher Street side yields a **potion of climbing**, a **gold locket** (25gp) with a faded picture painted inside, and a **silver comb** (25gp). A **perception** result of 15 or more yields a **potion of healing**. This treasure was randomly generated and may be replaced with half of a CR 2 treasure hoard.

2J: Large Cistern

This cistern is very tall and very deep. Several water pipes near the ceiling dump water into this room. Floodgate B is initially open. Once it is closed this room fills with water in minutes. Opening floodgate D causes some of the flow feeding this room to be diverted into the Butcher Street collector tunnel, slowing the flow rate while floodgate B is open enough to make it safe to access this chamber.

On the chamber's east wall is a rusted metal door. With the water level lowered there is nothing forcing it shut and it can be easily pried open. Beyond is a dry tunnel similar to the floodways. **This tunnel leads to Valasir's Library.**

Level B1: Flow Controls



1A: Floodgate A Control

The lever in this room operates floodgate A.

When floodgate A is opened, if B is open and D is closed (as they are initially) a torrent of water floods the area below the ladder and may sweep anyone still down there into the grate at 2C.

1B: Floodgate B Control

The lever in this room operates floodgate B. On the south wall is a ledge (1F) overlooking an aqueduct where you can water flowing.

1C: Floodgate C Control

The lever in this room operates floodgate C.

Opening floodgate C causes a temporary flood to sweep away anything in the tunnel below the ladder and carry it along with the flow into the grate at 2I.

1D: Floodgate D Control

The lever in this room operates floodgate D. From the tunnel below you can see the flow into 2I is reduced by opening floodgate D.

1E: Maintenance Access

Here a flight of stairs runs down towards the Butcher Street tunnel. At the bottom of the stairs is a pressure-door that cannot be operated until floodgate D is opened because of the water pressure against it in the tunnel.

1F: Feeder tunnel view

If floodgate D is still closed, the flow is going east. Once it is opened the flow is going west towards the Butcher Street collector tunnel.

Valasir's Library

At the end of the tunnel from the floodworks is a broad, circular room with a metal hatch in the middle of the floor. The hatch is sealed with metal rods and opened by turning a large crankwheel on its top.

The hatch opens to the side with a metallic groan. The sound echoes in a dark void below you. Peering down through the hole you see nothing but inky blackness. The rushing sound of the floodworks is distant now. The air is still and dry, like a tomb.

The hatch opens into the centre of the ceiling of the library's central room. This room is a cylinder 35 feet across and 50 feet tall. There are openings on the east and west walls. Along the north wall is a metal ladder bolted to the stonework. The ladder also runs across the ceiling. Using the ladder requires a successful DC 13 **acrobatics** check. Failing the check could result in a fatal fall (5d6 damage). Less nimble characters can descend using a rope for safety.

Carved into the floor in Elvish and Drakoni are the words "From this seal shall rise the World's doom."

Valasir's Library will be explored in **Chapter 5: Archives**

