

# Eyes of Empty Death (4 players)

## DCs By Level

Level	DC	Adjustment	Modifier	Rarity
6	22	Incredibly Easy	-10	-
7	23	Very Easy	-5	-
8	24	Easy	-2	-
9	26	Hard	+2	Uncommon
10	27	Very Hard	+5	Rare
11	28	Incredibly Hard	+10	Unique
12	30			
13	31			

## Encounter Building (lv. 8, party of 4)

Threat	Budget	Level	XP	Role
Trivial	40	4	10	Weak Lackey
Low	60	5	15	Lackey
Moderate	80	6	20	Lackey
Severe	120	7	30	Weak/Standard
Extreme	160	8	40	Standard
		9	60	Elite
		10	80	Boss
		11	120	Severe Boss

## Encounter Building (lv. 9, party of 4)

Threat	Budget	Level	XP	Role
Trivial	40	5	10	Weak Lackey
Low	60	6	15	Lackey
Moderate	80	7	20	Lackey
Severe	120	8	30	Weak/Standard
Extreme	160	9	40	Standard
		10	60	Elite
		11	80	Boss
		12	120	Severe Boss

## Encounter Building (lv. 10, party of 4)

Threat	Budget	Level	XP	Role
Trivial	40	6	10	Weak Lackey
Low	60	7	15	Lackey
Moderate	80	8	20	Lackey
Severe	120	9	30	Weak/Standard
Extreme	160	10	40	Standard
		11	60	Elite
		12	80	Boss
		13	120	Severe Boss

## Outline

**Main Quest:** Find 3 **Fulcrum Lenses** (A12, B37, B41).

Use them to destroy Belcorra for good! (C20)

*It'd help a lot to explore B52-B58 to find **Fulcrum Lattice** too*

## Quick DCs (lv. 5-7)

Difficulty	DC	Proficiency	DC
Incredibly Easy	15	-	-
Very Easy	20	-	-
Easy	22	Untrained	10
Moderate	25	Trained	15
Hard	27	Expert	20
Very Hard	30	Master	30
Incredibly Hard	35	Legendary	40

## Factions

### Level A (8) — The Farm

**Other Side Quest:** restore Murmur's Mind (A38)

### Belcorra's Wisps

**Goal:** Telepathically alert Belcorra. She attacks! (p86)

### "Children of Belcorra" (Undead Gnomes) A11-20

**Leader:** Vethris the Spirit Naga (A25), lazy & corrupt

**Goal:** Gather dangerous creatures for Belcorra

### Cult of Urthagul (Caligni) A4-9

**Leader:** Dulac (A8). 2nd Padli (A6)

**Goal:** Find a way back to Urthagul, their "master"

**Side Quest:** Gather eggs/kill wisps. Grants Alliance!

### Level B (9) — The Hunting Grounds

#### Yldaris Drow A40-46, B1-20

**Leader:** Quora Orshendiel (B17)

**Goal:** Survive, avoid Belcorra's gaze, subtly help slay her

**Other NPCs:** Bhazrade/Klathor (B18), Salaisa (B14)

**Side Quest:** Kill Khurfel! (B17->B37)

#### Khurfel's Urdefhan B31-38

**Leader:** Khurfel (B37)

**Goal:** Kill the party/Caligni, resist Blood Visions (p88)

**Side Quest:** rescue Calinth from them (B35)

#### Galudu's Caligni B21-26

**Leader:** Galudu (B26)

**Goal:** Escape! (fleeing unmentioned danger below)

**Side Quest:** Lead the Caligni past B31 or B51

### Level C (10) — To Draw the Baleful Glare

**Leader:** Lady's Whisper (B61) / Belcorra (C20)

**Goal:** have the trials kill the players, or at least drain

# Book 3 Adversity Rosters

## Level A (8) — The Decaying Gardens — Original

<sup>B</sup> Children of Belcorra (*undead gnomes*) | <sup>W</sup> Wisps (*servants of Belcorra*) | <sup>D</sup> Yldaris Drow | <sup>U</sup> Cult of Urthagul (*Caligni cultists to Gug*)

**Complications:** Wisp sees them -> Belcorra attacks! OR nearby baddy OR mist covers the nearby area messing with visibility

Bioluminescent fungus when overgrown, else dark | Fungal wood doors | Caverns 50 ft. | <sup>U</sup> 10 ft. ceilings | <sup>B</sup> 8 ft. ceilings

	A1 — Overgrown Stairs ( <b>UP</b> )	<i>Secret Doors:</i> DC 15, fulcrum to open
<a href="#">4 Will-O'-Wisps</a>	A2 — <sup>W</sup> Hall of Eyes	<i>Treasure:</i> Gloom Blade
<a href="#">6 Calignis Stalkers</a>	A3 — <sup>U</sup> Hazy Shrine ( <b>to B21</b> )	<i>Secret Door:</i> stairs down to <b>B21</b>
	A4 — <sup>U</sup> Storage	<i>Treasure:</i> 3 20gp amethysts
	A5 — <sup>U</sup> Cult Barracks	<i>Map:</i> Areas A2-A14
<a href="#">Padli, 2 Caligni Stalkers</a>	A6 — <sup>U</sup> Padli's Chamber	<i>Treasure:</i> 25gp, 10sp, greater cheetah's' elixir
<i>Prisoner, Evil</i> — <a href="#">Huglu</a> (Urdefhan)	A7 — <sup>U</sup> Prison	
<a href="#">Dulac, Owlb</a>	A8 — <sup>U</sup> Dulac's Chambers	<i>Treasure:</i> iron strongbox w/ money/potions
	A9 — <sup>U</sup> Barricaded Door	Blocked from the south
<a href="#">2 Dread Wisps</a>	A10 — <sup>W</sup> Stairs of Urthagul	
<i>Ambush!</i> — <a href="#">4 Children of Belcorra</a>	A11 — <sup>B</sup> Carrion Ambush	
<i>Hazard</i> — Whispers! — <a href="#">Urthagul (Gug)</a>	A12 — Island Cavern	<b>Crimson Fulcrum!</b>
	A13 — <sup>B</sup> Isolated Cage	
<a href="#">2 Chuuls</a>	A14 — Rickety Dock	<i>Treasure:</i> 6 eggs, 9gp 42sp, +1S longsword
<i>Random Encounters! (DC 5)</i>	A15 — Fetid Lake	
<i>Caged</i> — <a href="#">Chuil</a> , <a href="#">Krooth</a> , <a href="#">2 Skeletal Hulks</a>	A16 — <sup>B</sup> Monster Cages	
<a href="#">4 Children of Belcorra</a>	A17 — <sup>B</sup> Dock & Lift ( <b>UP</b> )	
	A18 — <sup>B</sup> Roper Pen	
<a href="#">Elder Child, 2 Children of Belcorra</a>	A19 — <sup>B</sup> Game Room	<i>Treasure:</i> game set w/ gems (80gp)pf
<a href="#">Glyph of Warding (Fireball)</a>   <a href="#">Gorsalthith</a>	A20 — <sup>B</sup> Tomb of the Demilich	<i>Treasure:</i> gemstones in his body!
<a href="#">3 Bodaks</a>	A21 — Ancient Caves	<i>Treasure:</i>
<i>Random Encounters! (DC 10)</i>	A22 — Quiet Lake	
<i>Warns Vethris then hunts!</i> — <a href="#">Dread Wraith</a>	A23 — <sup>W</sup> Shadowed Dock	
<a href="#">4 Children of Belcorra</a>	A24 — <sup>B</sup> Mud Room	
<a href="#">Vethris (Spirit Naga)</a>	A25 — <sup>B</sup> Naga Lair	

	A26 — <sup>B</sup> Secret Treasury	<i>Treasure:</i> lots of stuff! <u>Teapot is poisoned</u>
<a href="#">Bog-Rotted Froghemoth</a>	A27 — Shores of Death	
	A28 — Ruined Outpost	<i>Corpses!</i>   <i>Secret Door</i>
	A29 — West Garden	
	A30 — Lumber Shed	
	A31 — Tools Shed	
<a href="#">Ghonhatine</a>	A32 — Inhabited Shed	<i>Treasure:</i> Armbands of Athleticism
	A33 — <b>Lv. 8 Portal Chamber</b>	
<a href="#">2 Dragon's Blood Puffballs</a>	A34 — Eastern Wilds ( <b>to B27</b> )	
<a href="#">Goliath Spider</a>	A35 — Webbed Crossroads	<i>Treasure:</i> on corpses
<a href="#">Drakauthix</a>	A36 — Rounded Wall	<i>Secret Door</i> requires Fulcrum
<i>Ribbon of Necrotic Energy?!?!?!?</i>	A37 — Upper Pit	
<a href="#">Murmur</a> ( <i>Feebleminded Medusa</i> )	A38 — Strange Sentry	<i>Side Quest:</i> will join if they restore her mind
<i>Pollen: -1 on Will Saves</i>   <a href="#">Nilith</a>	A39 — Lair of the Dreamer	<i>Treasure</i> in hanging tangles
<a href="#">Glyph of Warding</a> ( <i>Sound Burst</i> )	A40 — <sup>D</sup> b/w Rock & Doorway	<i>Locked!</i> (key in A44)
<i>RP!</i> — <a href="#">4 Drow Hunters</a>	A41 — <sup>D</sup> Desc. to Yldaris ( <b>B1</b> )	
<a href="#">Hunting Spider</a> ( <i>Sentry, alerts Drow</i> )	A42 — <sup>D</sup> Spider Guard	
<i>Captive</i> — <a href="#">Child of Belcorra</a>	A43 — <sup>D</sup> Cell	
<a href="#">Iribo</a>	A44 — <sup>D</sup> Observation Post	
<a href="#">Nyzuros, 4 Drow Wardens</a>	A45 — <sup>D</sup> Planning Room	
	A46 — <sup>D</sup> Provisions Room	<i>Treasure:</i> Supplies, basic weapons

## Level B (9) — The Hunting Grounds— Original

<sup>B</sup> Children of Belcorra (*undead gnomes*) | <sup>W</sup> Wisps (*servants of/watchers for Belcorra*) | <sup>D</sup> Yldaris Drow

<sup>U</sup> Cult of Urthagul (*Caligni cultists to the Gug*) | <sup>G</sup> Galudu's Caligni | <sup>K</sup> Khurfel's Urdefhan

**Complications:** Random Encounter!

d12	Encounter
1	An escaped <a href="#">riding lizard</a> from area <b>B30</b>
2	<a href="#">Salaisa Malthulas</a> from area B14 and <a href="#">1d4 wardens</a> from area <b>B12</b>
3-4	<a href="#">2 drow shootists</a> from area <b>B10</b>
5	<a href="#">2 caligni defenders</a> from area <b>B23</b>
6-7	Urdefhan warband: <a href="#">2 death scouts</a> and <a href="#">2 lashers</a> from area <b>B34</b>
8-9	<a href="#">4 warriors</a> and <a href="#">2 ceustodaemons</a> from area <b>B34</b>
10	Urdefhan sacrifice seekers: <a href="#">1 blood mage</a> <a href="#">3 tormenters</a> , area <b>B35</b>
11	The cauthooj from area <b>B41</b> (returns to its nest after 2 rounds)
12	Ravirex from area <b>B51</b>

If the listed area was previously cleared, **no encounter!**

RAW roll a DC 5 flat check every 15 minutes; instead probably just have these be complications. Or roll 1d6.

### Khurfel On The March

If the heroes attack the Urdefhan camp and retreat or escape, Khurfel is active in his retribution... the next random encounter is [Khurfel](#), [1 Lasher](#), [1 Death Scout](#), and [4 Warriors](#) as he searches for them.

Ceilings — large caverns 40 ft., small 20 ft., stonework 12 ft. | Doors — stone or fungal wood (reinforced into complexes)

<a href="#">Rikizlia</a>	B1 — <sup>D</sup> Guarded Entry ( <b>A41</b> )	
<a href="#">2 Hunters</a> , <a href="#">4 Wardens</a> , <a href="#">2 Riding Lizards</a>	B2 — <sup>D</sup> Caravan Staging	<i>Treasure:</i> Trade Goods (100gp)
<a href="#">3 Wardens</a> , <a href="#">6 Riding Lizards</a>	B3 — <sup>D</sup> Stable	
	B4 — <sup>D</sup> Secret Tunnels	
<a href="#">Taklitur</a>	B5 — <sup>D</sup> Yldaris Entry	
<i>Playing Cards</i> — <a href="#">Yrorix</a> , <a href="#">2 Hunters</a> , <a href="#">Falxi</a> ?	B6 — <sup>D</sup> Watch Chamber	<i>Treasure:</i> Cards, wagers   <i>Falxi if released</i>
<a href="#">Tanieth</a>	B7 — <sup>D</sup> Tanieth's Abode	<i>Treasure:</i> gold/opals under mattress
	B8 — <sup>D</sup> Hunters' Mess	
<a href="#">3 Hunters</a>	B9 — <sup>D</sup> Hunters' Quarters	<i>Treasure:</i> personals, money, mummified bat
<a href="#">2 Shootists</a>	B10 — <sup>D</sup> Target Practice	
<a href="#">2 Shootists</a>	B11 — <sup>D</sup> Shootists' Quarters	<i>Treasure:</i> personal, money, oil of keen edges
<a href="#">5 Wardens</a>	B12 — <sup>D</sup> Warden Barracks	
	B13 — <sup>D</sup> Overflow Lodging	
<a href="#">Salaisa Malthulas</a>	B14 — <sup>D</sup> Master Warden's Room	<i>Treasure</i>
<a href="#">2d4 Wardens</a>	B15 — <sup>D</sup> Common Area	
<a href="#">1d4 Wardens</a>	B16 — <sup>D</sup> Kitchen	
LEADER — <a href="#">Quara Orshendiel</a>	B17 — <sup>D</sup> Great Chamber	<i>XP:</i> 120 for allying   <i>Kill Khurfel</i>   <i>Treasure</i>
<a href="#">Bhazrade and Klathor</a>	B18 — <sup>D</sup> Seers' Quarters	
	B19 — <sup>D</sup> Quara's Chamber	<i>Treasure:</i> money, 2 cloaks/boots elvenkind
	B20 — <sup>D</sup> Meditation Cave	

<a href="#">Glyph of Warding (Lightning Bolt 5)</a>	B21 — <sup>G</sup> Lodge Entry	
<a href="#">3 Caligni Defenders</a>	B22 — <sup>G</sup> Great Hall ( <b>to A3</b> )	
<a href="#">2 Caligni Defenders</a>	B23 — <sup>G</sup> Caligni Bunks	
<a href="#">2 Bright Walkers</a>	B24 — <sup>G</sup> Strange Dead	
	B25 — <sup>G</sup> Old Rubbish	
<a href="#">Galudu</a>	B26 — <sup>G</sup> Galudu's Room	<i>Side Quest</i>   <i>Treasure</i> : Galudu's Wand
	B27 — Ladder Base ( <b>to A34</b> )	
	B28 — Central Pit	<i>(just open area, no floor on this level)</i>
<i>Door is Noisy!</i> <a href="#">Beluthus</a> (variant)	B29 — <sup>B</sup> Boathouse	<i>Treasure</i> : in Rowboat!
<a href="#">4 Riding Lizards</a>	B30 — <sup>D</sup> Lizard Run	<i>Treasure</i> : on dead drow in web remains
<i>Daemonic Fog (Hazard)</i> , <a href="#">Derghodaemon</a>	B31 — <sup>K</sup> The Barrens	
<a href="#">2 Reaper Skull Puffballs</a>	B32 — Southern Jumble	
<a href="#">2 Death Souts</a> , <a href="#">2 Lashers</a> ( <i>replaced if killed</i> )	B33 — <sup>K</sup> Ferocious Displays	
<a href="#">12 Warriors</a> , <a href="#">2 Tormentors</a> , <a href="#">2 Lashers</a> , <a href="#">2 Ceustodaemons</a> , <a href="#">2 Death Scouts</a>	B34 — <sup>K</sup> Urdefhan Horde	
<a href="#">3 Tormentors</a> , <a href="#">Blood Mage</a>	B35 — <sup>K</sup> Summoning Cavern	<i>Side Quest</i> : Free <a href="#">Calinth</a> !
<a href="#">2 Tormentors</a> , <a href="#">2 Lashers</a>	B36 — <sup>K</sup> The Blood Temple	
<a href="#">Khurfel</a> , <a href="#">2 Tormentors</a>	B37 — <sup>K</sup> Khurfel's Tent	<b><u>Emerald Fulcrum!</u></b>   <i>Treasure</i>
<a href="#">3 Lashers</a> ( <i>replaced if killed</i> )	B38 — <sup>K</sup> Guard Post	
<a href="#">2 Deepwater Dhuthorexexes</a> (6 total)	B39 — Deadly Lake	
	B40 — Crystal Shore	<i>Touched Crystals loudly resonate...</i>
<a href="#">Cauthooj</a>	B41 — Island Next	<b><u>Ochre Fulcrum!</u></b> ( <i>in water</i> )   <i>Treasure</i>
<i>Hundreds of Bats!! (harmless)</i>	B42 — Steep Exit	<i>Leaves this AP! Into the Darklands!!</i>
	B43 — Sanctuary	<i>Safe!</i> ( <i>great place to rest</i> )
<i>Dead lizard</i> — <a href="#">Shuln</a> attacks!	B44 — Digger's Cavern	
	B45 — Dead Roper	<i>Remains of Roper</i>
	B46 — Pudding Wallow	<i>Remains of Black Pudding</i>
<a href="#">Ofalth</a>	B47 — Corrupted Garden	
<i>30% chance Gogiteth (B49) is watching</i>	B48 — Horrid Carnage	<i>From the Gogiteth feeding...</i>
<a href="#">Gogiteth</a>	B49 — Gogiteth Cave	

<i>Hazard</i> — <a href="#">Green Slime</a>	B50 — Coins and Slime	
<i>May chat</i> — <a href="#">Ravirex the Dragon</a>	B51 — Ravirex's Fen	<u>Treasure!</u>   <i>wants the lenses for Belcorra</i>
<i>Hazard</i> — Blast Tumbler (DC29/8d12)	B52 — <sup>w</sup> Vault Edge	<i>Door isn't locked, but is <b>trapped</b></i>
<i>(soon joined by Caliddo)</i> — <a href="#">Clay Golem</a>	B53 — <sup>w</sup> Vault Antechamber	<i>Doors out are <b>locked</b></i>
	B54 — <sup>w</sup> Coin Vault	<u>Tons of Treasure!!</u>
	B55 — <sup>w</sup> Alchemical Vault	
<a href="#">Caliddo Haruvex</a> ( <i>comes back to life!!</i> )	B56 — <sup>w</sup> Caliddo's Vigil	
	B57 — <sup>w</sup> Derelict Armory	<u>Treasure!</u> +2 weapons/armor
	B58 — <sup>w</sup> Vault of Secrets	<u>Treasure!</u> Including <b>Fulcrum Lattice</b> and B60 Key   <u>Lore Dump!</u> Details all 4 lenses
	B59 — <b>Lv. 9 Portal Chamber</b>	
	B60 — Ebon Doors	<b>Locked!</b> Or key in B58
<i>Cult Initiation Trials below!!</i> <a href="#">Lady's Whisper</a>	B61 — Hall of Priests	
<i>Hazard</i> — <a href="#">Bottomless Pit</a> (no lid)	B62 — Oblivion Fall	
<a href="#">Dread Wisp</a>	B63 — Garden of Failures	
<i>Attack if not with Lady</i> — <a href="#">3 Dread Wisps</a>	B64 — Initiate Chamber ( <b>to C1</b> )	<i>If with Lady Whisper, 2 will follow...</i>

## Level C (10) — The Temple of Nhimbaloth — Original

Ceilings — 15 ft. usually, up to 60 in main chambers (C1, C9, C14, C18, C20) | Doors — stone, intricately carved | Dark

	C1 — First Challenge ( <b>to B64</b> )	<i>Western door opens if they stand in front for 1 min</i>
<a href="#">6 Specters</a> with Vile Blowgun	C2 — Poisoning Room	<i>Blowguns: +18, R20, 3d6 neg +3d6 psn, corrupt</i>
	C3 — Cleansing Chamber	<i>Secret Door by pivoting false stone</i>
<i>Hazard</i> — Befuddling Gas Trap	C4 — Worthies' Cave	
<a href="#">Elite Stone Golem!</a>	C5 — <b>Lv. 5 Portal Chamber</b>	
<a href="#">4 Magma Scorpions</a>	C6 — Crematorium	
<a href="#">4 Nhimbaloth's Cutters</a> ( <i>Grim Glimmering</i> )	C7 — Soul Extractors	<i>Treasure: 3 crystal globes, machine parts</i>
RP — <a href="#">3 Soul Feeders</a>	C8 — Devouring Chamber	<i>-5 to Stealth (Broken Glass)  </i>
	C9 — Second Challenge	<b>Locked</b> unless <i>Lady's Whisper</i> opens
<i>Hazard</i> — DC 27 Will or transfixed	C10 — Path Pleasant Memories	<i>Secret Doors by manipulating darker stone</i>
<i>Hazard</i> — Images of Failure	C11 — Path of Failure	
<i>Hazard</i> — Images of Powerlessness	C12 — Path of Powerlessness	
	C13 — Chamber of Reflection	
	C14 — Third Challenge	<b>Locked</b> without <i>Lady's Whisper</i> , but 2" gap
<i>Difficult Terrain!</i> (water) <a href="#">3 Voidbracken Chuuls</a>	C15 — Deadly Swamp	<i>Pipes from C1 (25' drop), C9 (20'), C14 (15') 7 Boxes with valves — "On" to turn C16 wheels</i>
<a href="#">2 Dread Dhuthorexes</a>	C16 — Perilous Controls	<i>Water 25' deep   3 wheels to clear C17</i>
<a href="#">Isqulug</a>	C17 — Infested Reeds	<i>Filled with water until Wheels in C16 turned</i>
Fight <a href="#">Lady's Whisper</a> if they haven't yet	C18 — Maw of the Goddess	<i>Secret Door to C19</i>
<a href="#">Irlgaunt</a>	C19 — Passage to the Depths	<i>Treasure!   passage to deeper Darklands...</i>
7 Swamp Rivulets — <u>DC 22 Fort or Doomed!</u> <a href="#">Belcorra</a> , <a href="#">1-4 Soul Feeders</a> (see C8)	C20 — Empty Vault	<b>Ebon Fulcrum Lens</b> <b><i>Nhimbaloth's Entrance (p59)</i></b>

How can the party progress?

- Complete the trials, led by *Lady's Whisper*
- Go to C15 thru the pipes and open the door in C17
  - The ones in C1/C9 are Hardness 18, HP 72
  - The one in C14 is open
- Find Secret Passages
  - You can go from C1->C9 with secret passages if you solve the 1st trial
  - You can go from C9->C14 with secret passages if you solve the 2nd trial
  - There isn't one from C14->C18, but the pipes are open
- Break down the doors/slab (this is super tough, possibly impossible? Definitely time consuming)
  - The doors from C1->C9 and C9->C14 are Hardness 15/HP 60
  - The stone slab south of C14 is Hardness 20/HP 80

