



THE ELDER DUNGEON RISES

WHAT WAS ONCE SEALED NOW SEEKS TO BE FREE

CONCLASH SEASON 4

What Slumbers soon Awakes!

THE ELDER DUNGEON RISES

THE STORY THUS FAR

After dealing with several labs and finding the remnants of the Teacher's experiments, the Adventurers Guild is now aware that the cult has been experimenting with transforming people into monstrosities using blood from an unknown source. The guild finds information suggesting that the cult has returned to Grand and gone underground. The adventurers make their way underneath the city to face off against Ankeg and a brood mother, then find a stone door with faint glowing runes in a language that has been lost to time. The adventurers report back to the guild on their findings, and guild master **Thalin Fernstride** determines to set up a base camp by the mysterious door that thrums with magic. He reaches out to the other guild masters to call for an emergency guild offensive to stop the cult before they can open the door. He asks **Holt** and **Sage** to identify the language of the door, which leads Sage to discover an ancient chamber nearby. The guild tasks some adventurers with aiding **Holt** and **Sage** in exploring the chamber. Within, they discover that the **Ancient Evil One** responsible for leading hordes of undead to try and take Grand 107 years ago, created contingencies in case his invasion failed. *The One Who Slumbers* is one of these contingencies. As the adventurers explore the chamber and find out about something known as the Molokite, they suddenly hear a thud and turn to find **Sage Elbera's** head rolling to a stop on the ground, a spell lingering on **Holt's** fingers. The adventurers rush toward **Holt**, who is already at the door to the chamber and preparing to seal them inside. He closes the chamber but not before tossing in a bag he always carries. His final words: "Jeffery... kill them." A dragon-like monstrosity erupts from the bag, flesh and bone forming from seemingly nothing. The adventurers fight Jeffery and barely manage to win at the cost of a few more lives. They return with the news and then hold a funeral for **Sage** and the others that fell. The other guild masters arrive and begin plotting to take down **Holt**, but first they need to find out what this Molokite is. The adventurers are sent deep beneath the dwarven mountains and discover that the Molokite are ancient elves that were corrupted by the **Ancient Evil One's** power, and after warring with the other mortal races they were sealed away. After learning this information, they discover **Holt's** secret lab under the royal castle, and discover that he was captured while young by the Molokite but was spared due to his skill with magic. He then joined the Molokite in kidnapping people from all over Grand, Kdor, Evenfall, and New Arcanum, avoiding detection for years. They used these people for experimentation and brainwashing purposes, as well as sacrifice to *The One Who Slumbers* (the younger kidnapping victims are preferred as sacrifices). The four guild masters come together and push to the ancient

door only to discover it has already been opened and **Holt** is inside. They set up base camp and prepare.

SUMMARY OF GRAND

The Kingdom of Grand is a modest realm in size but immense in influence. Its lands are dominated by fertile farmlands and deep forests, fed by a vast river delta that flows down from the dwarven mountains to the west. Though the kingdom holds only a handful of villages and two significant towns beyond its capital, Grand's position at the heart of regional trade has elevated it far beyond what its borders would suggest. Goods from the mountains, the northern sea, and distant nations converge here, making the kingdom economically indispensable despite its limited territorial reach.

GRANDS LEGACY

Founded over 5,207 years ago, it was originally a small town with a wall. The walled town became a safe haven for many travelers who needed shelter from storms and raiders. Eventually when the **Ancient Evil One** launched his first invasion of Grand, the town became the place where many paladin orders and resistance groups joined together before heading out on the final push to defeat the undead armies. The **Ancient Evil One** was defeated and sealed away by the Goddess of Water. 5,107 years later, the **Ancient Evil One** broke free and tried to take over the world once again. The adventures guild fought alongside the Goddess of Water and destroyed the **Ancient Evil One**, which unfortunately cost the Goddess of Water her life as well. After this, Grand was thrown into chaos: from demi-gods trying to dominate the world to faction wars that nearly destroyed what little Grand had been able to rebuild. This turbulent period was followed by 100 years of relative peace, the formation of the teleportation network, and guilds being added to all major cities in the northern regions.

CULTURE AND PEOPLE

Grand is a colorful and diverse city built on trade, art, and adventure. As the largest city between the neighboring kingdoms, it has drawn merchants, artists, scholars, warriors, and hopeful adventurers from across the world. Its streets are full of life due to the fashion, music, literature, and the scent of spices drifting in from ships and market stalls. At the heart of the city's identity is the Adventurers Guild, whose influence has created a strong culture of training, skill, and heroic ambition. In Grand, instructors in weapons, magic, crafts, and specialized techniques are easily found, and almost everyone who lives there has either chased adventure, profited from it, or dreamed of it.

DM SUMMARY



THE FIRST CHAMBER OF THE ELDER DUNGEON HAS been secured, but the real assault has not yet begun. Before the guilds can send their full forces into the depths, the adventurers are assigned to rotate between three specialized teams: the Vanguard, the Exterminators, and the CodeBreakers.

Guiding them between each assignment is Cael Underwood, a human ranger and monster expert tasked with supply runs, status reports, and keeping the adventurers alive long enough to matter.

They will learn of the Book of Molok, the translated work of Nolthar Illyndor and the late Sage Elbera, which speaks of Liturgy of Binding. The CodeBreakers believe the only way to stop the awakening is to perform The Liturgy of Binding, but the words are vast, unstable, and dangerous to speak. Once they complete the missions, the time to raid the dungeon will be close at hand.

PLAYER TEASER

The Elder Dungeon has opened wider. The first chamber is secure, but beyond it waits darkness, monsters, and words old enough to wound the world. Before the grand assault begins, the guilds are training adventurers in three vital roles: scout the unknown, hold the line, and find the right words. This is the only hope of stopping what sleeps below.

KEY NPCs

GUILD MASTER THALIN FERNSTRIDE

- **Race:** Firbolg
- **Appearance:** Towering, has long black hair braided down his back, piercing blue eyes, dark green fur, and wears a white and forest green Gi.
- **Role:** Guild Master
- **Personality:** Calm, measured, inspiring: he expects discipline and creativity. He loves baking and peppers his speech with baking-related metaphors and puns.

CAEL UNDERWOOD

- **Race:** Human
- **Appearance:** Short golden hair and wears a teal tunic and brown cape. Has a stern expression, but enjoys conversation.
- **Role:** Ranger, monster expert, supply runner, and mission coordinator.
- **Personality:** Practical, calm under pressure, tends to give reports in a way that makes them sound worse than they are. When he says something worries him everyone pays close attention as it is most likely very bad.

REWARDS

Each team will have a reward item that is specific to their role, but players may choose any 1 of the 3.

- Rope of Climbing (Vanguard)
- Circlet of Blasting (Exterminators)
- Stone of Good Luck (CodeBreakers)

RUN DOWN

This one-shot runs approx. 3 hours for level 5

Characters. The players are introduced to Guildmaster Thalín and Cael. Thalín explains that the first room is open. The adventure will take players through the different squads as well as introduce some of the enemies and challenges they'll be facing during the ConClash game. They must complete each group's task and report back to Cael. Once they have completed the tasks, Thalín will ask them to choose which team they wish to join.

BRIEFING (10 MINUTES)

Thalín stands at the center of a crowded war room, maps pinned, weapons stacked, veteran teams gathering in tight knots.

GUILDMASTER THALIN FERNSTRIDE

"Alright... this is it. The final bake. No more testing the dough. We're goin' into the fire." *[He gestures to the veteran groups assembling around you.]* "You won't be alone. Some of our most seasoned adventurers have already formed up into teams. You'll be moving with them—watching, learning, pulling your weight. This isn't the time to guess your ingredients."

"Your going to be put through every step... mixing, kneading, proofing, and maybe a little burning if you're not careful. So keep your heads on straight and decide what kind of path you're walking when the pressure hits. Holt's gone deep. Real deep. And the Molokite are with him. Worse, we've got word a witch named Ashtariel is down there too. Both are chasing the same end: awaken *The One Who Slumbers.*"

[steps to the side] "This is Cael Underwood. He's your base camp captain, your supply line, and your lifeline when things go sideways, which they will."

"You listen to him. You report to him. And you make damn sure you come back alive so he can complain about you later."

"Now, tighten your aprons. Prep your ovens. Trust your team. And remember, this isn't just another job. This is the bake that decides if the world keeps turning."

CAEL UNDERWOOD EXPLAINS:

YOUR MISSIONS

As Vanguard: you are tasked with exploring rooms and collecting secrets and relics to help push further in and support the other teams. Be sure not to hoard the relics so that we can eliminate as many threats as possible.

As Exterminators: your job is to take on the big threats and the tentacles we find throughout the dungeon. Hold the lines and don't give any ground. The CodeBreakers are going to depend on you to block the big threats.

As CodeBreakers: your job is to find the words from The Liturgy of Binding. They are scattered throughout the dungeon and will be tough to crack, but failure to do so means Holt or Ashtariel will awaken *The One Who Slumbers* and we all lose.

ACT 1 BOLSTER THE VANGUARD (30-45 MINUTES)

The first chamber has three spaces to explore. The Vanguard leader lets the players choose where to explore first. In the chamber, he hands them his sunsteel lantern and tells them they can use it to find any relics or items of interest. The need to explore all three chambers before moving on to ACT 2.

DM NOTE

The Vanguard should not help in the fights as these will be fairly easy. This part of the adventure should focus on exploration, detecting traps, finding relics, and taking out the few enemies within the different chambers.

ROOMS

Choose at random or have players roll for which room they explore first.

LAB 20 X 10FT

A small space full of equipment. The players can use the lantern to find a magic signature coming from a drawer that lets them find three healing potions (common). The Vanguard leader will tell them to send these to base camp in case they're needed. Have the players make a perception check DC 20. On success they see they are about to be ambushed by a Witchling and two Slumber Cultists. On fail they are surprised and combat begins.

STORE ROOM 15 X 15FT

Full of mushrooms, some type of raw meat, and crates of salt and milled mushrooms along with some odds and ends. The lantern shows a magic signature coming from a stack of stone slates. Odd designs and writing can be seen on one slate. The players can search

through the supplies in the room using an investigation or perception check DC 15. On success they find a map (can be used later in the adventure), and jars full of a pink hazy water (nature check DC 20 reveals it to be Lull water).

ENTRY HALL 30 X 10FT

The hallway is empty. No lights and the sunsteel lantern does not show any magical signatures. The room height is 10ft. A "door" on the far side is closed and looks to require some lockpicking skill. The hall is filled with arrow traps, pitfalls, and fire traps. The traps line every section of the hallway. The door at the end turns out not to be a door at all. The actual door is in the middle and requires the sunsteel lantern to be within 5ft of it to reveal it. The secret door leads into a room with what looks like a large tentacle. The Vanguard leader will tell them to fall back and let the Exterminators know so they can resolve that room. (If the other rooms have not been explored at this point, he will tell them to complete the rest while one of the Vanguards reports to base camp).

TRAPS (TRAPS AFFECT A 5FT SQUARE)

All traps can be deactivated with a DC 15 tinker check, or by activating them via some other means.

ARROW TRAPS

When triggered, creatures within the space must make a DEX save DC 14 or suffer 3d6 piercing damage, half on a successful save.

PIT FALLS

When triggered, creatures within the space must make a DEX save DC 14 or STR save DC 16 to avoid falling through the floor. On success they take no damage. On fail they take 2d6 bludgeoning damage and 2d6 piercing damage and fall 20ft.

FIRE TRAPS

When triggered, creatures within the space must make a DEX save DC 15 or suffer 3d6 fire damage, half as much on a success.

The players should return to base camp when finished and speak with Cael Underwood to prepare for Act 2.

CAEL UNDERWOOD

ARE YOU SWEATING YET?

You did well with those challenges and managed to find some goods to share, and it looks like some clues to where one of the Words for the Liturgy of Binding is located. The CodeBreakers will be excited to have a lead.

The Exterminators are going out next to deal with that tentacle you found. Luckily for you, you found some healing potions. Take them with you on this next mission.

ACT 2 EXTERMINATORS R US (60–90 MINUTES)

The Exterminators find the players and let them know they are going to be in for a tough fight. Tell them to take a short rest and heal up. Once done, they will go in and tackle that tentacle they found. The leader of the Exterminators will go back through the Entry Hall area and lead them through the secret door the players found. Once in the room, the players will see a large black and purple-ish tentacle sticking out of the ground. The tentacle has sharp barbs and seems to be able to sense where things are. The Exterminator leader will ask which of the players wants to be a hero, then produce a knife with an edge that seems to glow and crackle with fire. Whichever player chooses to take the knife, the leader will let them know that this is the only way to permanently kill the tentacle. He tells them not to let their guard down and to get in there and take it out.

COMBAT

This fight will have one Tentacle and four Slumber Cultists. If players are getting too overwhelmed, the leader of the Exterminators will step in to aid them but only with defensive actions. If the players take out the Slumber Cultists, more will climb up from holes or come running in from another doorway. The tentacle will attack the closest target while the Cultists will attack any casters they can reach.

Once the players defeat the tentacle, the leader of the Exterminators will take back the knife and they all return to base camp. They are greeted by Cael once again.

CAEL UNDERWOOD

YOU'VE LOOKED BETTER

You dealt with that challenge better than I thought you might. Well done. You are definitely living up to the Adventurers name. Your next challenge should be easier on your bodies, but your brains will be stretched. I hope you're prepared for it.

This is a Seer Stone. You're going to need it to find words of power and decipher their meaning. CodeBreakers are thinkers and problem solvers, but don't underestimate them; they are no less capable than the others.

ACT 3 CODEBREAKERS AND AMBUSHES (30–45 MINUTES)

The leader of the CodeBreakers will come and speak to the players. He hands them the relic they found earlier. The slate is incomplete and they need to find its other

half. They will have to search through some rooms to find it.

MAP

If the players found the map in the storeroom they can skip to the correct room. If they did not find the map, reuse the Vanguard rooms by changing the names and lowering the overall difficulty of them. Once they go through one or two of them, they can find the right room.

MOLOK SHRINE 20 X 20FT ROOM

A small shrine is set up here to honor the ancient prophet Molok. It is simple and contains an unlit bronze brazier. The room is dark and round with several murals carved into the stone walls depicting Molok leading his people and a what looks like singing with music notes on the wall in some kind of ancient text. It also shows war, flames, and other moments from what looks like the Molokite histories.

THINGS TO DO

- Bards or those with proficiency in instruments can try playing the notes they see on the wall. If they do, the brazier will light and music notes will begin to dance around the room.
- Making a DC 18 investigation check will reveal the other slate. If they place the two together and use the seer stone they will reveal a word **VIGIL**.
- Making a History DC 15 check will reveal that the Molokite betrayed the teachings of Molok and waged war on the other mortal races.
- A perception check of DC 20 will reveal a small drawer with a relic in it. The relic is another slate. Using the Seer stone will reveal the word **PROPHECY**.

AMBUSH

Once the players have made a few discoveries, the leader of the CodeBreakers will shout "AMBUSH!" and they will be attacked by a Dreamleecher. If any players have low intelligence it will target them first. Otherwise it will attack randomly.

DM NOTE

Dreamleechers can be very deadly. At this point in the adventure the players should have used lots of their resources and be close to running out of them. The CodeBreaker leader can assist with either providing them with healing potions or using silvery barbs to negate attacks.

CONCLUSION (10 MINUTES)

Once they return after working with the CodeBreaker leader, they will make their way to Guildmaster Thalín and Cael Underwood. Thalín stands with what looks like a fresh batch of warm buttered rolls, while Cael is standing with a clipboard writing down some last minute notes.

GUILDMASTER THALÍN FERNSTRIDE

“Well, now... look at you.”

“You met every challenge. Not with luck. Not with noise. With care. With grit. With the kind of steady hands that keep a difficult bake from collapsing.”

“You listened. You learned. You worked beside veterans and proved you could hold your place in the kitchen when the oven started roaring.”

[He gives a small smile and pushes the tray forward.]

“So eat. Warm buttered rolls, fresh from the fire. You’ve earned every bite.”

[The smile fades slightly, though his voice stays gentle.]

“Then get a long rest. Tomorrow, the all-in assault begins.”

[Thalín’s eyes harden. His smile disappears completely and his face grows dark.]

“And when you find Holt...”

[A heavy pause.]

“Don’t hesitate.”

“He wore our trust like an apron. Pretended to be one of us. Then he murdered Sage, our friend, our scholar, our fellow adventurer, and nearly sent some of us to the grave with her.”

[His hand tightens around the edge of the tray.]

“So when the time comes, you make him understand something plain.”

“Betrayal has a cost. And when you betray your allies, that debt gets repaid tenfold.”

[He steps back, forcing that big warm smile again, but it doesn’t reach his eyes.]

“Now eat up. Rest well. Tomorrow, we finish this bake.”

CAEL UNDERWOOD

“You will be happy to know you did very well. But that does not mean you can lower your guard. This is not just some monster we tracked out to its den. Failing this quest would mean every one of us most likely die...”

“But you have shown us that you have what it takes to beat Holt and the Witch Ashtariel. If *The One Who Slumbers* does awake, we all face the worst outcome possible.”

[Cael takes a bite of one of the warm buttered rolls and gives a slight smile.]

“As Guildmaster Thalín said, give them hell. And if you get a shot at Holt or the Witch, don’t hesitate. Better we end this fast than risk letting them complete their sick ritual.”



MONSTER APPENDIX

WITCHLING

Medium humanoid (Molokite Elf), Lawful Evil

Armor Class 12 (Mushroom Leather Armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	12 (+1)	10 (+0)	11 (+1)	11 (+1)

Senses darkvision 60 ft., passive Perception 10

Languages Molokite, Old Elvish

Challenge 1/4 (50 XP)

Proficiency Bonus +2

ACTIONS

Obsidian Dagger. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. Hit: 3 (1d4 + 1) piercing damage.

Hurled Curse (3/Day). The Witchling targets one creature it can see within 60 feet. The target must succeed on a DC 10 Wisdom saving throw or have disadvantage on its next attack roll made before the end of its next turn.

SLUMBER CULTISTS

Medium Or Small Humanoid, Evil

Armor Class 14 (Barrier tattoo)

Hit Points 9 (2d8)

Minion HP 1

Speed 30 ft.

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

Skills Deception +2, Religion +2

Condition Immunities None

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 1/8 (25 XP)

Proficiency Bonus +2

TRAITS

Minions. If hit by an effect or spell that requires save and they succeed they take no damage the first time.

ACTIONS

Ritual Dagger. *Melee Attack Roll:* +4, reach 5 ft. Hit: 3 (1d4 + 2) Slashing damage plus 1 Acid damage.

SLUMBER CULTISTS (RANGED)

Medium Or Small Humanoid, Evil

Armor Class 14 (Barrier tattoo)

Hit Points 9 (2d8)

Minion HP 1

Speed 30 ft.

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

Skills Deception +2, Religion +2

Condition Immunities None

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 1/8 (25 XP)

Proficiency Bonus +2

TRAITS

Minions. If hit by an effect or spell that requires save and they succeed they take no damage the first time.

ACTIONS

Ritual Dagger. *Melee Weapon Attack:* +4, reach 5 ft. Hit: 3 (1d4 + 2) Slashing damage plus 1 Acid damage.

Acid Shot. *Ranged Spell Attack:* +4, range 60/120ft. Hit: 4 (1d6) Acid damage.

TENTACLE

Large aberration, Chaotic Evil

Armor Class 17 (Natural Armor)

Hit Points 85 (10d10 + 30)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	17 (+3)	2 (-4)	10 (+0)	4 (-3)

Damage Immunities: Poison, Psychic

Condition Immunities: Blinded, Charmed, Deafened, Frightened, Prone

Senses Blindsight 120 ft. (the tentacle is blind beyond this radius)

Languages None

Challenge 3 (700 XP)

Proficiency Bonus +2

TRAITS

Regeneration. The tentacle regains 10 HP at the start of its turn. If it is reduced to 0 or fewer HP, it does not die, but lies dormant, and will become active again on its next turn.

Cinderknife Vulnerability. The tentacle can only be permanently killed by a Cinderknife (or another cinderling weapon). If a Cinderknife reduces the tentacle to 0 HP, it dies immediately and permanently. If the tentacle is reduced to 0 HP by any other means, it is only disabled (not truly dead). A creature can then use an action to sever it with a Cinderknife, killing it permanently.

Vulnerability to Fire. The tentacle takes double fire damage.

ACTIONS

Multiattack. The tentacle makes two slam attacks.

Slam. Melee Weapon Attack: +7 to hit, reach 15 ft., one target. Hit: 14 (2d8 + 5) bludgeoning damage, and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained. The tentacle has two slamming appendages, each of which can grapple one target.



DREAMLEECHER

Medium monstrosity, chaotic evil

Armor Class 14 (natural armor)

Hit Points 65 (9d8 + 33)

Speed 50 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	8 (-1)	12 (+1)	10 (+0)

Saving Throws Con +5, Wis +3

Damage Resistances acid, psychic

Condition Immunities charmed, frightened, prone

Senses darkvision 60 ft., tremorsense 20 ft., passive Perception 11

Languages —

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Dream Feeder. When the Dreamleecher attaches to a creature's spine, it begins to feed. The creature must succeed on a DC 14 Intelligence saving throw or gain one level of exhaustion and the target also loses 1 from their intelligence score. If the target's score drops to zero, the target enters into a permanent sleep. (See note in act 1)

Death Burst. When the Dreamleecher dies, it explodes in a shower of sizzling acid and sickly green flame. Each creature within 10 feet must make a DC 14 Dexterity saving throw, taking 14 (4d6) acid damage and 10 (3d6) fire damage on a failed save, or half as much on a success. The green flames burn for 1 hour and can only be extinguished by magical cold damage.

ACTIONS

Multiattack. The Dreamleecher makes two attacks: one with its Bite and one with its Claw.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 9 (1d10 + 3) piercing damage plus 7 (2d6) acid damage. The Dreamleecher may attach to the target (see Dream Feeder).

Claw. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage plus 7 (2d6) acid damage.

Dream Siphon (Recharge 5–6). The Dreamleecher emits a pulse of psychic energy drawn from its victims' fears. Each creature of its choice within 15 feet must make a DC 14 Wisdom saving throw, taking 13 (3d8) psychic damage on a failed save, or half as much on a success. Any creature that fails its save cannot regain hit points until the start of the Dreamleecher's next turn.



WE LOVE FEEDBACK!

Thank you for Downloading and playing these adventures. We are excited to run the ConClash game on May 16th 2026. If you live in utah we will be starting season 5 for next years game in june. Please stop by and play the next season at our provo store or our new store in sandy. We look forward to running more amazing games with you in the future. Please leave us any feedback you have and we look forward to seeing you at ConClash.

WHAT SLUMBERS SOON AWAKES

