



5E THE HALLS OF HAVAREEM

FIFTH EDITION COMPATIBLE

Hunt down an ancient wizard deep in his underground fortress in this 9th-level adventure for the world's greatest roleplaying game

The Halls of Havareem

The *Halls of Havareem* is intended for four characters with an average party level (APL) of 9. Characters who complete this adventure should earn enough experience to reach halfway to 10th-level. The magical instability of an evil archmage is causing chaos across the kingdom. Unless he's dealt with, his magic could devastate the land for centuries to come. This campaign takes place in Arden, although it can be set in your own world. Any party composition should be able to finish the adventure with intelligent play.

Background

The archmage Havareem once ruled the land from a massive fortress built into the mountainside. Eventually, the people rose up and destroyed his fortress forcing him to seek solitude and shelter in the dungeons beneath the ruins. Now, centuries have passed and peace has come to the land. The tales of Havareem have faded into legend and the ruins of his former fortress lie dead and quiet... at least they did until very recently. The old mage's magics have grown unstable. He's unable to contain the powers he once wielded with such skill. As a result, the raw magical energy has formed a vortex above the ruins of his fortress and threatens to spread across the skies and consume the kingdom. Unless someone is able to deal with the mage soon, it could spell doom for many innocent lives.

Adventure Hooks

A Swirling Vortex. The characters see a vortex of magical energy swirling in the sky above the ruins of an old fortress. Approaching it, they find one entrance and an eerie green glow coming from inside.

The Lives of the Many. The characters heard that the magical vortex is threatening the local villages and set out to seal it once and for all.

No Risk, No Reward. The characters learned of a great reward being offered to anyone who could plumb the depths of the old dead fortress and put a stop to whatever is causing the swirling vortex of magical energy above.

The Halls of Havareem

The halls themselves go deep into the mountainside. There are no other creatures inside them except for the archmage himself. In lieu of living guardians, he relies on a series of twisting paths and dangerous traps. Virtually every door, hallway, and room contains a trap of some kind and it will take keen eyes and steady fingers to navigate one's way through it. Unless otherwise noted, locations on the map have the following features.

Ceilings. The ceilings here are 20 ft. tall and made of worked stone.

Walls and Floors. The walls and floors are made of worked stone. Cobwebs and dust cover them.

Lighting. An eerie green glow permeates the halls providing dim light. It's magical in nature, and as such, any attempts to use *detect magic* fail as everything comes back positive.

Unusual Features. The halls have been sealed off from teleportation magic coming in or out. Any attempt to enter or leave the halls via teleportation instantly fail.

The following locations are keyed to the map for ease of reference.

1. Entrance

The doors to the halls are 60 ft. tall and are made of a thick stone.

Trap: Sickening Gas. When the doors are opened, each creature within 10 ft. must make a DC 18 Constitution saving throw or else they become poisoned for one hour and gain a level of exhaustion.

2. Entrance Hall

A large lit brazier dominates the center of this room. To the north, a large set of double doors can be seen. To either side, two smaller doors are blocked off by portcullises. Next to them, unlit sconces sit cold and dusty.

Obstacle: Sealed Doors. The portcullises cannot be lifted by normal means. Once someone lights the two sconces next to one, it retracts into the ceiling.



3. Western Hall

A large pit sits in the center of this room. Over it, a heavy metal grate can be seen. At the southern end of the room there is a door.

Traps: Pits and Doors. The grate is set on a hinge so that when someone steps on it, it drops them into the pit below. Anyone who steps on the grate must succeed on a DC 18 Dexterity saving throw or they fall into the pit taking 4d10 bludgeoning damage. The doors at the southern end of the room are all locked. Dexterity (Sleight of Hand) checks are required to unlock them. The DC grows as each door is opened. The first door is a DC 10 and each door afterwards increases by 5. As soon as the last door is opened, a 3rd level *lightning bolt* spell is cast with a save DC of 15 out of the mouth of the demonic stone head at the end of the multi-door hallway.

4. Heart of the Dungeon

A massive ball of molten magma dominates the entirety of this room. As soon as the doors open, it begins to flow outwards.

Trap: Fiery Death. This room contains a giant mass of molten magma. As soon as either door is opened, it floods out. Have the characters roll initiative. On Initiative count 10, the magma flows 20 ft. through the door dealing 10d10 fire damage to anyone it touches. The magma cools and hardens in 2d6 hours after being unleashed.

5. Eastern Hall

A singular door can be seen at the southern end of this small room.

Trap: Fireball. The door is locked. It requires a DC 16 Dexterity (Sleight of Hand) check to unlock. Once opened, a 3rd level *fireball* spell is cast with a save DC of 15 out of the mouth of the demonic stone head inside and detonates in the center of the room.

Secret Door: Eastern Wall. There is a secret door built into the eastern wall of the room. It can be located with a DC 18 Wisdom (Perception) check and opened with a DC 18 Intelligence (Investigation) check.

6. Three Bridges

A large pool of blood red water can be seen in the center of this room. Leading across it are three wooden bridges.

Trap: Bridge Bait. The center square of each bridge is illusory. It can be noticed with a DC 15 Intelligence (Investigation) check. Anyone who fails to notice the illusion and steps on that square falls into the pool below and takes 3d10 piercing damage from the rusted spikes beneath the water. They must also succeed on a DC 15 Constitution saving throw or else they become diseased. While diseased, they only regain half as many hit points from any source.

Secret Door: The Hallway. The door just outside this room has a demonic stone head behind it. When the door is opened, the head appears as though it's about to cast a *fireball* spell, but then fizzles out. Anyone who succeeds on a DC 18 Intelligence (Investigation) check realizes that there's a hidden hatch at the back of the demon's mouth that can be climbed through. This leads to a small hallway that runs along the southern end of the room and ends with another secret door that can only be opened from the inside. It allows the characters to bypass the bridges.

7. Twisting Hallways

These tight corridors wind and twist almost endlessly.

Trap: Dueling Heads. The doors leading into room 8 are trapped. Once opened, a 3rd level *lightning bolt* spell is cast with a save DC of 15 out of the demonic stone head's mouth. Anyone who succeeds on a DC 18 Intelligence (Investigation) check realizes that there's a hidden hatch at the back of the demon's mouth that can be climbed through. This leads into room 8.

Secret Door: The Right Way. To the north of the doors leading to room 4 there is a secret door. It can be located with a DC 18 Wisdom (Perception) check and opened with a DC 18 Intelligence (Investigation) check.

8. Small Treasury

This room contains a large pile of gold and an ornate wooden chest.

This was where Havareem kept his emergency stash of wealth in case he ever needed to flee from the halls.

Treasure: Small Hoard. There are 4,000 gp, ten gemstones worth 50 gp each, and a *+1 wand of the war mage*

Secret Door: The West Way. There are two secret doors to the west of this room. They can be easily seen and opened from the inside.



9. Hall of Swords

This long corridor contains four alcoves, each of which holds a man-sized statue.

Trap: Blades in the Back. When someone walks down the hallway, the statues try to stab them in the back. They each make an attack roll with a +7 bonus dealing 2d10 slashing damage on a hit. If someone is aware of the trap, the attack rolls are made with disadvantage.

Secret Door: Bypass. There is a secret door that allows a character to bypass the hall of swords. It can be located with a DC 18 Wisdom (Perception) check and opened with a DC 18 Intelligence (Investigation) check. Once in the bypass corridor, the secret door at the southern end of the small hallway can be opened from the inside.

10. Hall of Spinning Death

Numerous spinning blades obscure the path through this long room.

Trap: Spinning Death. The blades can hit anyone moving at ground level. If someone can fly, they can easily soar over them. Anyone who tries to move through the blades can first make an Intelligence check with a DC of 15. If they succeed, they sort out the pattern and will not take half damage if they succeed on the next check to get through the blades. Once they've tried to sort out the pattern, they must make a DC 15 Dexterity (Acrobatics) check taking 6d10 slashing damage on a failure or half as much on a success.

Trap: The Three Doors. There are three identical wooden doors at the northern end of this room. They are unlocked. If the left or right door is opened, a 3rd level *lightning bolt* spell is cast with a save DC of 15 out of the demonic stone head's mouth.

11. Astral Pool

This room seems infinite in size. Where there should be a floor and ceiling there's instead a dark formless void filled with pinpricks of light.

Trap: Time Flows. This room poses no threat to the characters if they move through it quickly. However, for each round they spend in the room beyond the first, they take 1d10 necrotic damage when they exit the room.

12. Final Hall

This long corridor is wider than most of the others. At the western and eastern ends, two large double doors can be seen.

Trap: Freezing Breath. Opening the western door causes a 5th level *cone of cold* spell to be cast with a save DC of 15 out of the demonic stone head's mouth.

13. Chamber of the Archmage

This massive chamber holds all the tools and supplies a mage would need to conduct arcane experiments. Cages line the north and southern walls containing long dead corpses of animals and humanoids. In the center of the room, a shimmering magical field bars access to the eastern half. Through it, a magical altar and two large stone statues can be seen.

Encounter: The Mad Mage. This is where Havareem (lawful neutral human) the **archmage** currently resides. Years of isolation and magical experimentation have driven him mad and he's slowly losing control over his powers. He cannot be reasoned with anymore, although he's willing to let the characters believe he can be in order to get the upper hand. In truth, he's paranoid and believes (rightfully so in most cases) that they're there to kill him.

He begins the encounter with *mage armor*, *stoneskin*, and *mind blank* cast on himself. Despite his madness, he still fights intelligently. He uses spells like *globe of invulnerability* and *wall of force* to keep opponents at bay while relying on his offensive spells like *cone of cold* and *lightning bolt* to deal heavy damage. If he needs to, he can cast *banishment* to deal with a particularly dangerous foe. Due to the wards placed on the halls he cannot use *teleport* to escape, however, he can use it or *misty step* to move about the interior of the halls. In his madness, he's quite certain he'll be victorious no matter how badly the fight goes so he fights to the death.



Unusual Effect: Unstable Magic. The archmage is losing control over his magic. Each time he casts a spell of 1st level or higher, roll on the table below.

d8	Result
1	He becomes invisible until the end of his next turn.
2	He teleports up to 30 ft. to an unoccupied space of his choice that he can see.
3	He gains a +2 bonus to AC until and immunity to magic missile until the end of his next turn.
4	He regains his lowest-level spell slot
5	He can immediately cast a cantrip of his choice.
6	He is frightened by the nearest creature he can see until the end of his next turn
7	He casts fly on a random creature within 60 feet of him.
8	He loses all resistances to damage types until the end of his next turn.

Obstacle: Force Field. The shimmering wall of magical energy can be dispelled with *dispel magic*. Otherwise, the archmage dismisses it as a free action when combat starts.

14. Private Chambers

This appears to be where the archmage lived. The quarters are disheveled and it hasn't been cleaned in quite some time.

Treasure: Archmage's Belongings. Inside Havareem's quarters are his gray *robe of the archmagi*, a *ring of spell storing*, and his spellbook. It contains all the spells on the **archmage** spell list.

Aftermath

With Havareem dead, the swirling vortex of unstable magic dissipates. If the characters were offered a reward for dealing with the mage, they can go and collect it. The ruins will sit idle, but not for long. A place like that will soon be overrun with goblins or other nasty creatures. This could be a plot hook for a future adventure.



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