The Endless Warrens

"The Endless Warrens" is an adventure scenario for 5th level 5e characters set in the underground caverns of the Endless Warrens. This scenario works with any 5e-based system including D&D 2014, D&D 2024, *Level Up Advanced 5e*, *Tales of the Valiant*, or others. It can also be modified to support other fantasy RPGs.

This scenario is the first of three scenarios following the Brazier of the Nameless King, one of the three braziers able to unlock the vault holding the Key of Worlds. This scenario is part of the series following the Key of Worlds campaign arc in the *City of Arches* sourcebook. This series begins with the *Scroll of Akrave* scenario.

You can modify this scenario to run as a stand-alone adventure in any campaign or setting.

This Isn't a Typical Adventure

This scenario isn't laid out like a traditional adventure. Instead, it presents ingredients to use and a scaffold around which to build your own adventure for your own group, campaign, and story. This scenario gives you adventure hooks, histories, secrets and clues, notable NPCs, potential encounters, locations, and potential treasure.

Each section in this scenario suggests how to use these components.

Brazier of the Nameless King

This scenario is the first of three scenarios following the Brazier of the Nameless King. Two other three-scenario paths follow the Brazier of the Betrothed and the Brazier of Grayon. At this point, the characters have one of the two items able to light the brazier: the Sword of Irixthius or the Staff of Servlin and know of the locations of the three braziers after completing the *Lake of Monoliths* scenario.

If this is the first brazier the characters seek, they're likely 5th level. If this is the second brazier they seek, they're likely 8th level. Feel free to modify this scenario to increase the challenge if needed.

The Key of Worlds campaign path assumes another group seeks the braziers as well and completes whichever brazier the characters chose *not* to find. Two possible rival groups include the Knights of the Nameless King or the Children of Ibraxus.

Path to Dragon's Reach

The Endless Warrens is an immense stretch of underground caverns, tunnels, passages, and chambers stretching deep under Skyreach Mountains north of the City of Arches and deep into the world beyond. In this scenario, the characters must learn the way to Dragon's Reach – a route well-hidden in the Endless Warrens. Two groups are aware of this route – the Longclaw wererat clan and the followers of the fire giant known as Lord Drakanon. These two groups war with one another in their caverns, each seeking control over a no-man's-land surrounding a faerie megalith known as Taunavan's Walk.

The characters must navigate the tensions between these two groups to get the information they need. They might fight for one side over the other or work the two sides against one another in their quest to find the path to Dragon's Reach.

Scenario Background

Two figures crashed together to cause this dispute in the depths of the Endless Warrens – the fire giant Lord Drakanon and the faerie Vestabelle.

For decades, the Longclaw wererats hid in the shadows of the Endless Warrens, living off the scraps of other more powerful creatures. Then Vestabelle arrived through the archway known as Taunavan's Walk – named after an archfey said to have stepped through the arch many centuries ago. The wererats saved Vestabelle from certain death in the brutal warrens. In return, Vesetabelle showed them a new way to survive and thrive as their own arcane powers grew. Vestabelle's ego grew with their success, eventually accepting the wererats' worship as their god queen.

Roughly the same time, the leaders of the city Moutnainhome cast out the fire giant Drakanon for his anti-social behavior. Other malcontents of the depths gravitated to his might, naming him Lord Drakanon. They followed his orders to expand his empire, locate powerful artifacts in the warrens, wage war against Mountainhome, and place him on the throne of the city that cast him out.

Both groups seek control over the cavern between them – the one holding the megalith of Taunavan's Walk and both seek to take over the coveted caverns of Dragon's Reach – though neither side currently has the strength to do so. Both sides think the key to defeating the other lies in Dragon's Reach and both incorrectly think only they know of its location.

All they need to complete their quests is help from powerful adventurers.

Copyright 2024 by Michael E. Shea of SlyFlourish.com. Maps by DysonLogos.blog, used with permission. Updated 25 July 2025. This work includes material taken from the A5E System Reference Document (A5ESRD) by EN Publishing and available at A5ESRD.com, based on Level Up: Advanced 5th Edition, available at www.levelup5e.com. The A5ESRD is licensed under the Creative Commons Attribution 4.0 International License available at https://creativecommons.org/licenses/by/4.0/legalcode.

Scenario Start

Beyond seeking Dragon's Reach, the Temple of the Nameless King, and the brazier it protects, the characters might run into the feud between the Longclaws and Lord Drakanon in several ways:

- Garland Willowmane knows that megalith of Taunavan's Walk is a disputed archway and seeks a peace between the clans that battle for it. She worries that the next being who comes through the archway might be injured, killed, or subverted by the warring clans. She seeks adventurers willing to end the hostilities between the warring clans.
- Danvon of Duskwater, mage of Kartan, seeks adventurers willing to find the elusive draconic burial ground and recover a powerful artifact supposedly kept in Dragon's Reach. He knows that Dragon's Reach lies near a chamber housing a megalith known as Taunavan's Walk and suggests the characters start there.

Secrets and Clues

Reveal the following secrets and clues as the characters travel through the Endless Warrens and deal with the warring tribes. Characters might discover clues from drawings on the cavern walls, lost journals of fallen adventurers, conversations with scouting parties, carvings on natural pillars, or small shrines carved into the mountain walls. The characters need not discover every secret – think of secrets like treasure uncovered as the characters explore the crypts.

- Five years ago, the faerie mage Vestabelle arrived through the megalith known as Taunavan's Walk. A clan of wererats saved them from the dangers of the caverns.
- Over time, Vestabelle led the Longclaw wererats, eventually taking on the role as their god queen.
- The leaders of the city of Mountainhome expepped the fire giant Drakanon for antisocial behavior. He built a small clan of underground dwellers to his side who gave him the title Lord Drakanon.
- Vestabelle believes Lord Drakanon is a fiend of hell and must be smote down for the good of the world.
- Both Vestabelle and Lord Drakanon revere the megalith at Taunavan's Walk and believe it must not be controlled by the other.
- Both Vestabelle and Lord Drakanon know the route to the dragon's graveyard of Dragon's Reach and hold its location close.
- Vestabelle and the Longclaw wererats have taken over a forgotten shrine carved into the rock walls of the Endless Reaches known as Sulin's Grotto.
- Drakanon uses a former citadel as his headquarters surrounded by several massive carved pillars known as the Guardians.

Key NPCs

The following is a list of key NPCs for this adventure.

- **Vestabelle.** A faerie **mage**, Vestabelle came through the megalith archway of Taunavan's Walk, becoming the leader of the wererat clan known as the Longclaws.
- **Threkesh Longclaw.** A **wererat spy** who leads scouting parties for the Longclaws and for Vestabelle. He fears and hates the followers of Lord Drakanon.
- **Lord Drakanon.** The **fire giant** leader of a band of orcs, goblins, and ogres. Lord Drakanon seeks to control the area, destroy Vestabelle, and raid Dragon's Reach for artifacts.
- **Setheris.** The **oni** advisor to Lord Drakanon who secretly covets her lord's throne. Setheris is cunning and calculating and finds the menace of Vestabelle inconvenient.

Endless Warrens Encounters

The characters may run into encounters in three different locations during this scenario: Sulin's Grotto, the Guardians, or the connecting tunnels and passages of the warrens themselves. The Endless Warrens chapter of the *City of Arches* sourcebook includes encounters you can drop into this scenario as well. You can include the following encounters as the characters travel between Sulin's Grotto, the Guardians, and the surrounding areas.

1. A **hobgoblin** shock force of Drakanon hunts down scouts of Vestabelle.
2. Several **wererat scouts** and **veterans** loyal to Vestabelle look for secret approaches to the Guardians.
3. **Veterans** and **mages** of the Knights of the Nameless King seek passage to Dragon's Reach.
4. **Cultists** and **cult fanatics** of the Children of Ibraxus seek passage to Dragon's Reach.
5. A sinkhole opens revealing an acid-spitting **hydra.**
6. A **drider** and several elven **scouts** hunt for Vestabelle for crimes against the unseelie fey.
7. **Spies** and **veterans** of Mountainhome seek information about Drakanon and his potential threat to the city.
8. **Ogres** loyal to Drakanon carry sacks with unconscious **wererats** in them to bring to their master.

The Guardians

The Guardians is a fortress built inside of the surrounding cavern wall. It was once used as a forward base for the dwarven warlord Graven Ironfist in the times before the Nameless King's rise. Several massive stone columns carved into hexagonal supports dominate the front of the keep while a well-defended outpost lies carved into the wall.

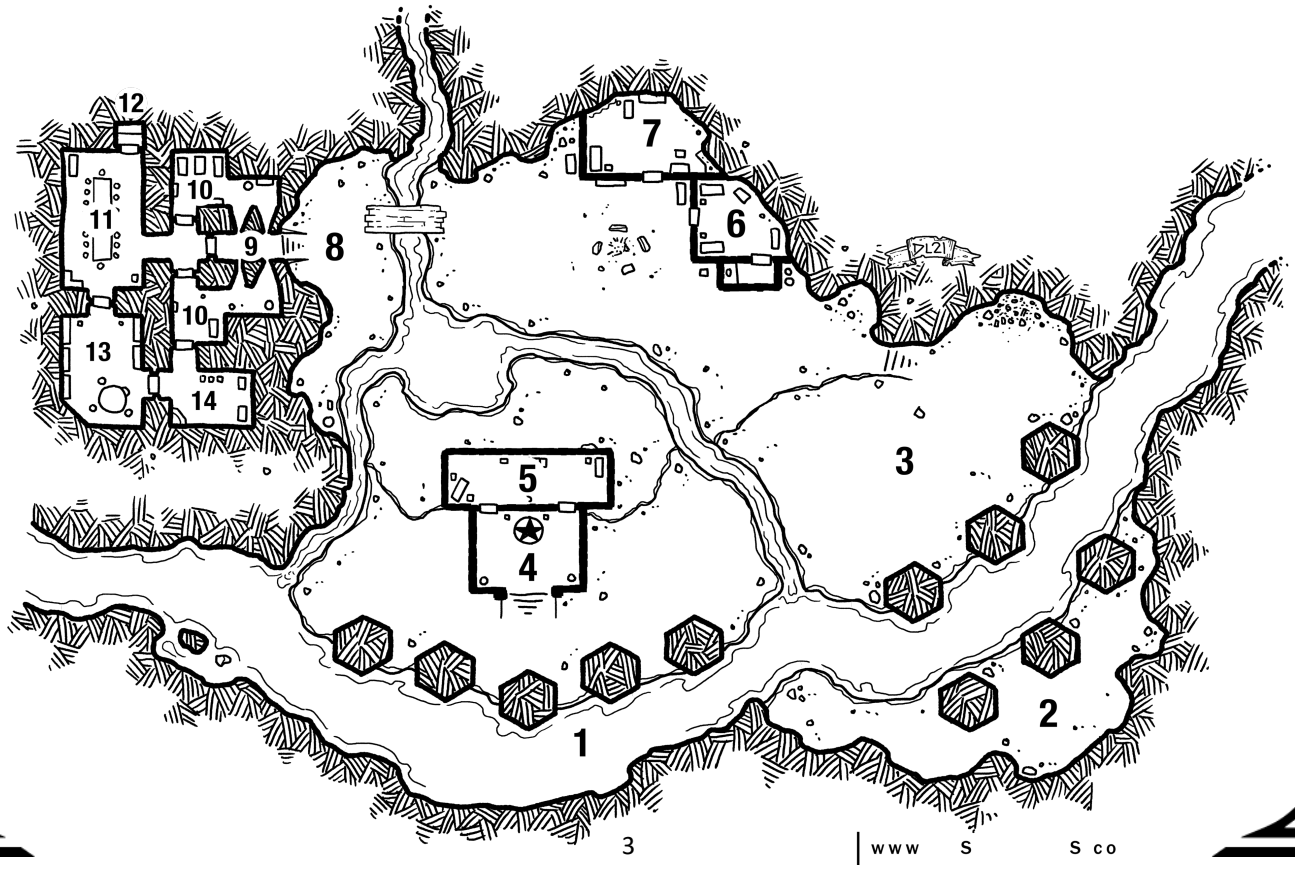
Caged torches light much of the fortress, providing dim light. Ceilings inside the keep are 20 feet high. Halls are 15 feet high. Natural caverns are 50 feet high and natural corridors are 15 feet high.

1. Underground river. Dark things squirm in the depths.
2. River outpost. **Scouts** often lurk here keeping an eye out for intruders.
3. The bone yard. Corpses of previous intruders are left here to rot as a warning to others. The northern cliff offers a fine position to rain arrows down upon one's foes.
4. Statue of Graven Ironfist, the dwarf warlord who ruled over this citadel in centuries past. Its head is knocked off and lying in one corner covered in offal.
5. Looted crypt of Graven Ironfist. Angry dwarven **specters** might lurk here.
6. Kitchen. Cook **commoners** prepare food here and serve it in area 11.
7. Pantry and servants' quarters. Conscripted **commoners** of various species serve Lord Drakanon 's soldiers.
8. Doorway to the keep.
9. Bloodletting hall. Murder holes in the two halls marked area 10 make it easy to shred intruders with arrows.
10. Guard quarters and murder holes. Four **goblins** often keep watch here.
11. Dining hall of Lord Drakanon and his lieutenants.
12. Vault containing Drakanon's treasure.
13. Meeting hall and armory.
14. Drakanon's quarters.

Guardian Encounters

While exploring the Guardians, the characters may run into one or more of the following encounters.

1. **Goblin** taking **hell hounds** for walkies.
2. Patrol of armored **hobgoblins** and **ogres**.
3. Hobgoblin **commoners** bringing food from the kitchen to the dining hall.
4. Mercenary **veterans** led by an elven **mage** dragging in a captured **wererat**.
5. Hidden faerie **spy** observing the comings and goings of Drakanon 's followers.
6. **Azer** warriors come to bend the knee to Lord Drakanon.
7. **Gnoll veterans** bring in a captured and angry **otyugh** wrapped up in a big net.
8. One or two **cambions** and their entourage of **imps** visits to forge an alliance with Drakanon.



Sulin's Grotto

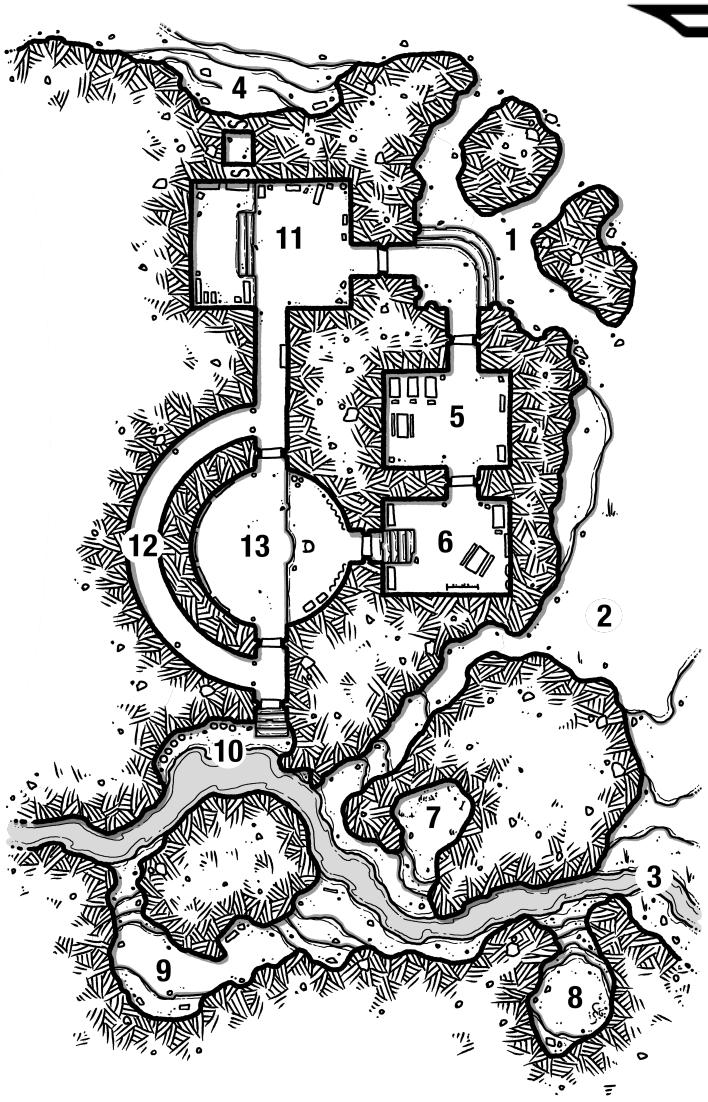
Sulin's Grotto is a small shrine carved into the walls of the Endless Warrens. It is a place of worship for the Goddess of Light – Sulin. The wererats prefer the dark so halls and caverns are unlit except where noted. Hallways and natural passages have ceilings of ten feet and chambers, both natural and constructed, have ceilings of twenty-five feet.

1. Primary entrance to the temple. A shattered statue of the goddess Sulin lies in a small alcove. Two stone doors block entry to areas 5 and 11.
2. A natural tunnel leads to the underground river in area 3. The wererats use this entrance most often.
3. Natural underground stream flowing through natural caverns south of the temple.
4. A secret entrance leads to area 11. This secret entrance hasn't been discovered or used in centuries but may be found on old dusty maps or carvings on the walls away from the temple.
5. Wererat den. Beds have been largely disassembled and turned into small nests.
6. Dining hall for the wererats and their allies.
7. **Wererat** and **swarms of rats** nests for the more primal wererats and their brood.
8. Hidden overlook to watch for intruders entering through area 3.
9. Shrine to the bestial god Ravvax Longclaw who the wererats worshipped before meeting Vestabelle. Some rats still come to worship here.
10. Dock with small canoes used by the wererats to travel through narrow passages in the Endless Warrens.
11. Audience hall of Vestabelle with artifacts collected from their previous world.
12. Hallway of the Gods. Frescoes carved into the walls of the gods of light including Sulin and other allied deities.
13. Temple of Sulin with a statue overlooking a lower area of prayer. A magical beam of sunlight refracted by prisms above, flows down on the statue.

Grotto Encounters

While exploring the Guardians, the characters may run into one or more of the following encounters.

1. **Wererats** caught gambling (Vesetabelle doesn't approve).
2. **Wererats** herding several **swarms of rats** while a satyr **scout** merrily plays a flute in front of them.
3. **Wererat cult fanatics** of Vestabelle discussing how wonderful Vestabelle looks today.
4. A wandering **owlbear** seeks food.
5. **Wererats** riding **wolves** ride through.



6. Goblin **spies** and an **assassin** seek to murder Vestabelle.
7. Fey **veterans** and a **priest** who serves Vestabelle prepare to depart for a mission against Drakanon.
8. A pack of **blink dogs** sniff for intruders.

Traps and Hazards

Characters who travel through Sulin's Grotto may run into one or more of the following traps or hazards.

DCs for detecting or disarming these hazards are all DC 15. Damaging hazards inflict 22 (4d10) for single-target traps and 11 (2d10) for multi-target hazards.

1. Grasping roots rip out of the ground.
2. A font of scintillating water fills the drinker's mind with confusing thoughts.
3. Dozens of tiny sprites fire tiny bows and then fly away laughing.
4. A pit trap with refuse-covered wooden spikes.
5. A faerie glyph fires blinding radiant light.
6. A cursed wererat skull screams a psychic scream.

Taunavan's Walk

Both Vestabelle and Lord Drakanon are obsessed with the megalith known as Taunavan's Walk which stands in the center of a large cavern. The megalith stands twenty feet high, built from two upright slabs and one horizontal slab of rough stone. Over the past several years the archway opened to several realms, bringing more fey creatures to Vestabelle's side and more fiendish beasts to Taunavan's.

The cavern surrounding the megalith contains several large natural pillars of stone and stalagmites covered in handprints of former travelers and primeval worshippers of the megalith. A stream sometimes flows out of the megalith filled with the healing waters of the world of the faeries and other times with poisonous or acidic waters of the lower worlds.

Both Vestabelle and Draknanon often send scouts to the Walk, looking for forces from the other side. Skirmishes are common with neither side the clear victor.

Working With Vestabelle or Drakanon

Vestabelle and Drakanon both seek to gain an advantage over the other and would be eager to ally with the characters – though both see the characters as weapons to use against their foes and care little for the characters' well-being.

The characters can work one group against the other, double-cross the faction they start with, fight both groups, or find another way to gain the information they need to find the Dragon's Reach.

Only Vestabelle and Drakanon know the path to find Dragon's Reach – a path between two natural columns hidden in a cavern wall north of Taunavan's Walk. It's almost impossible to find the path without this knowledge.

Treasures

The characters might find treasure as they explore both lairs particularly in areas 5, 10, and 14 in the Guardians and areas 6, 9, 11, and 13 in Sulin's Grotto.

Monetary Treasure

- 86 SP, 3,226 GP, 119 PP
- 6 × 1000 GP emerald gemstones
- 200 GP gnomish ruby and platinum ring

Consumable Magic Items

You can also include the following consumable magic items somewhere in the tower.

- 2 × *Potions of Healing*
- *Potion of Superior Healing*
- *Potion of Heroism*
- Goblinoid glass amulet that casts *spirit guardians* once.

Permanent Magic Items

Choose one of the following permanent magic items as a reward:

- *Necklace of Prayer Beads*
- *Amulet of Health*

To Dragon's Reach

Once the characters learn the location of Dragon's Reach, they can make their way to the next scenario in their quest to light the Brazier of the Nameless King.