Sunken Revvia

"Sunken Revvia" is an adventure scenario for 5th to 8th level 5e characters set in the ruined city of Sunken Revvia deep beneath the City of Arches. 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 part of a series following the Key of Worlds campaign arc in the *City of Arches* sourcebook. This series begins with the *Scroll of Akrave* scenario.

This scenario is the first of three scenarios leading to the Brazier of Grayon – one of three braziers locking the vault of the Key of Worlds.

Moreso than other scenarios in this series, you'll want to use the City of Arches sourcebook to fill out locations, hooks, secrets, and encounters of Sunken Revvia. 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 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 Grayon

This scenario is the first of three scenarios leading to the Brazier of Grayon. Two other three-scenario paths lead to the the Brazier of the Betrothed and the Brazier of the Nameless King.

At this point in the campaign, the characters possess one of the two Blackfire artifacts – the *Sword of Irixthius* or the *Staff of Servlyn* – each of which can ignite the Blackfire Braziers. The characters also learned the locations of the three braziers in the *Lake of Monoliths* scenario which led them to the paths of the three Blackfire Braziers

This scenario assumes the characters chose the path to find the Brazier of Grayon. Another rival group such as the Children of Ibraxus or the Knights of the Nameless King might seek another brazier. Thus, the characters likely complete *two* of these Blackfire Brazier paths while their rivals complete the third.

If this is the first brazier the characters seek, they're likely 5th level when they begin this scenario. If they've already found and ignited another brazier, they may be 8th level. In the latter case, you may want to beef up encounters with bigger monsters or more monsters. Alternatively, you can leave it as it is and give the characters an easier series of encounters. Decide what's right for you, your players, and the pacing of the game.

Sunken Revvia

Sunken Revvia is a major location set beneath the City of Arches. Sunken Revvia is extremely dangerous. Several factions vie for power and position in the city in a constant state of violence and bloodshed. Several other monsters and independent groups likewise crawl through the ruins seeking power and treasure.

While exploring Sunken Revvia, the characters can get involved in several side quests independent of the Key of Worlds. You choose how many quests might fall into the characters' laps and how long they spend on them based on what you want from your campaign.

This scenario doesn't offer a single location or focused scenario for this part of the arc. Instead, it offers several encounters, hooks, and secrets tying the characters to the Key of Worlds as they explore Sunken Revvia.

Summary

With one of the two Blackfire artifacts in hand, the characters learn of the Brazier of Grayon hidden in the depths of Sunken Revvia. Following paths given to them by their patron, the characters arrive in the ruined city and travel through it.

The characters' goal for this scenario is to locate the Blackfire Brazier past the grimlock's effigy and hidden in the shattered keep of Grayon (the next two scenarios in this path).

After several encounters or adventures in Sunken Revvia, the characters learn that the location of the Brazier of Grayon lies beyond the grimlock's effigy and reach their next level before arriving there.

History

Knowing they must protect the Key of Worlds, the small order of Knights of Black Flame separated the three Blackfire Braziers across the City of Arches. Several hundred years ago, the dwarven knight Sir Kelda Brightwine and her retinue brought one of the three Braziers to a bronze dragon lairing in a keep outside of the massive underground caverns of Sunken Revvia. They expected the threats of the cavern would protect the brazier from unscrupulous treasure-seekers. Since then, a coven of hags corrupted the bronze dragon and a clan of grimlocks now protect the pathway to the keep. Few know the pathway to the forgotten keep of the dragon Grayon but those that do lurk in the caverns of Sunken Revvia.

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Scenario Start

Use one of the following hooks to draw characters into this scenario:

- Danvon of Duskwater, sage of Kartan, gives the characters a map and instructions to locate the Brazier of Grayon in the ruined city of Sunken Revvia and light it with their Blackfire artifact.
- Garland Willowmane, Grace Ebonlight of the Temple of the Three Sisters, or one of the characters has a vision of a massive effigy in Sunken Revvia and sees the characters' rivals approaching it, seeking the Blackfire Brazier hidden beyond. They send the characters to get there first.
- While exploring ancient tomes in the Library of Vassa, the characters learn that one of the three Blackfire Braziers lies hidden in a keep guarded by a bronze dragon in the depths of Sunken Revvia. They must go to Sunken Revvia and find the path to the Keep of Grayon.

Secrets and Clues

Deliver the following secrets and clues as the characters travel through Sunken Revvia. Characters might discover these clues from NPCs in Sunken Revvia, ancient texts they discover during their journey, frescos or mosaics on ruined walls, written plans of their rivals, or through dreams and portents. The characters need not discover every secret – think of secrets like treasure uncovered as the characters explore the crypts.

Review the chapter on Sunken Revvia in the *City of Arches* sourcebook for many more details of this ruined city.

- Centuries ago, the Knights of Black Flame, led by the dwarven knight, Kelda Brightwine, brought one of the three Blackfire Braziers to Sunken Revvia.
- Kelda Brightwine brought the brazier to a bronze dragon lairing outside of the city in a ruined keep named after the dragon – the Keep of Grayon.
- The Keep of Grayon is lost in the ruins of Sunken Revvia. Now it lies hidden beyond a massive hollow effigy overtaken by a clan of grimlocks.
- The grimlocks are cannibals and brutal hunters who now worship an elf who wandered into their lair.
- The grimlocks built a massive effigy to the fallen primordial Gthuun of the Outside. They lair within its hollow form.
- Behind the grimlock's effigy lies a tunnel to the cavern holding the ruined keep of Grayon.

Exploring Sunken Revvia

This scenario doesn't run like the others in this series. Instead, during this part of the campaign, the characters explore the ruins of Sunken Revvia while trying to find the location of the Brazier of Grayon. Read over the section on Sunken Revvia in the *City of Arches* sourcebook. Choose three locations you think might be of interest to the characters and players, and seed those locations with hooks to connect those locations to the effigy of the grimlocks and the Brazier of Grayon. Below are several hooks you can use.

- The worshippers of Vrys at the tower of Gray Reach are aware of the sacrilegious grimlocks and their profane effigy. Velenda Thrade, a mage of Kartan who acts as Vrys's advisor, has information about the location of the Ruins of Grayon and has keen interested in learning more about the Key of Worlds. Vrys themself would desperately seek the key to return to the world from which they fell.
- General Krash the hobgoblin general operating out of Heart's Splinter, seeks a powerful magic item capable of eradicating Vrys and their extraplanar entities. This item, a small chime able to cast a powerful *forbiddance* spell, is hidden away at the Profane Cathedral. If the characters recover this bell for him, he will reveal the location of the Ruins of Grayon.
- In the vaults of Darkspire Tower, a fallen halfling **mage** of Kartan named Galanza Northrend has studied the Knights of Black Flame and knows where the Brazier of Grayon resides. Danvon of Duskwater knows that Galanza had studied the knights and believes she might have the information they seek. Unfortunately, her studies of dark magic twisted her mind and the ruined tower of Darkspire is filled with unnatural horrors.
- Kobold dragonpriests of Fallen Avantys know of the lost keep of the dragon Grayon and the Blackfire Brazier. Fearing an attack by General Krash at Heart's Splinter, the kobolds fear Krash's advisor, the **night hag** Mother Sevella holds an artifact able to disable their adult red dragon construct protector known as Mother Avanta. They're willing to say what they know in exchange for the return of this artifact from the night hag's lair near the Mines of the Damned.

Entering Sunken Revvia

Once they decide to travel to Sunken Revvia, the characters may enter the ruined city several ways:

- The mages of Kartan have a secret stairwell through their vaults leading down to Darkspire Tower. They offer no guarantees of safety once the characters enter the tower and seal up the door behind them.
- The network of sewers and tunnels known as the Lost Cisterns leads to the Mephetic Pools of Sunken Revvia. The characters might discover ancient engineering diagrams in the Library of Vassa showing the paths to the ruined city from centuries ago.
- A goblin **scout** and adventurer named Holly Graytoes knows the way to Sunken Revvia through tunnels leading to the Prophane Cathedral. She happily offers this information to the characters for 5,000 GP.
- Hidden in the ruined temple housing the Hole in the world on the surface of the City of Arches lies a secret chamber containing an ancient lift with dozens of keyholes in a brass control mechanism. Danvon of Duskwater holds one such key – one able to take the lift to the hidden vaults of the Visage of the Nameless King in Sunken Revvia. It's said this lift reaches many more layers above and below Sunken Revvia if one can find the right keys to manipulate it.

Encounters

The chapter on Sunken Revvia in the City of Arches sourcebook includes a list of potential encounters. You can augment those encounters with the ones below, further customized for the Key of Worlds campaign.

1. Several **cultists**, **cult fanatics**, **veterans**, and a **mage** loyal to the Children of Ibraxus hunt for clues to find the Brazier of Grayon.
2. Several **guards**, **knights**, and **priests** of the Knights of the Nameless King hunt for the Brazier of Grayon.
3. A band of **grimlocks** and **grimlock ogres** hunt for sacrifices to bring to their effigy.
4. Rogue **mages** and **veterans** of Kartan hunt for signs of the Blackfire Brazier and the Key of Worlds.
5. **Cult fanatics** and **undead ogres** follow a prophecy of Vrys saying that adventurers would come with the key to Vris's return to their world. They seek to bring the characters back dead or in chains.
6. **Kobolds** from the town of Fallen Avantys battle **hobgoblins** and hobgoblin **veterans** from Heart's Splinter.

Treasures

During their exploration throughout Sunken Revvia, the characters might discover treasure unclaimed among the dangers of the lost city. Reward the treasure below as desired while the characters explore Sunken Revvia.

Monetary Treasure

- 86 SP, 2,311 GP, 78 PP
- 6 × 100 GP quartz gemstones
- 200 GP dwarven platinum and black sapphire earrings
- 200 GP unholy gold tiara

Consumable Magic Items

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

- *Potion of Superior Healing*
- *Oil of Etherealness*

Permanent Magic Items

Choose one of the following permanent magic items to reward:

- *Eyes of Minute Seeing*
- *Ioun Stone of Protection*
- *+1 moontouched elven scale armor* able to cast the spell *moonbeam* once per day.

Further Adventures

Once the characters discover the location of the Brazier of Grayon, they can head to the effigy of the Grimlocks to continue their quest. They reach their next character level once they arrive at the effigy.