
5th Edition Compatible
Mini-Dungeon Tome
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Mini-Dungeon Tome

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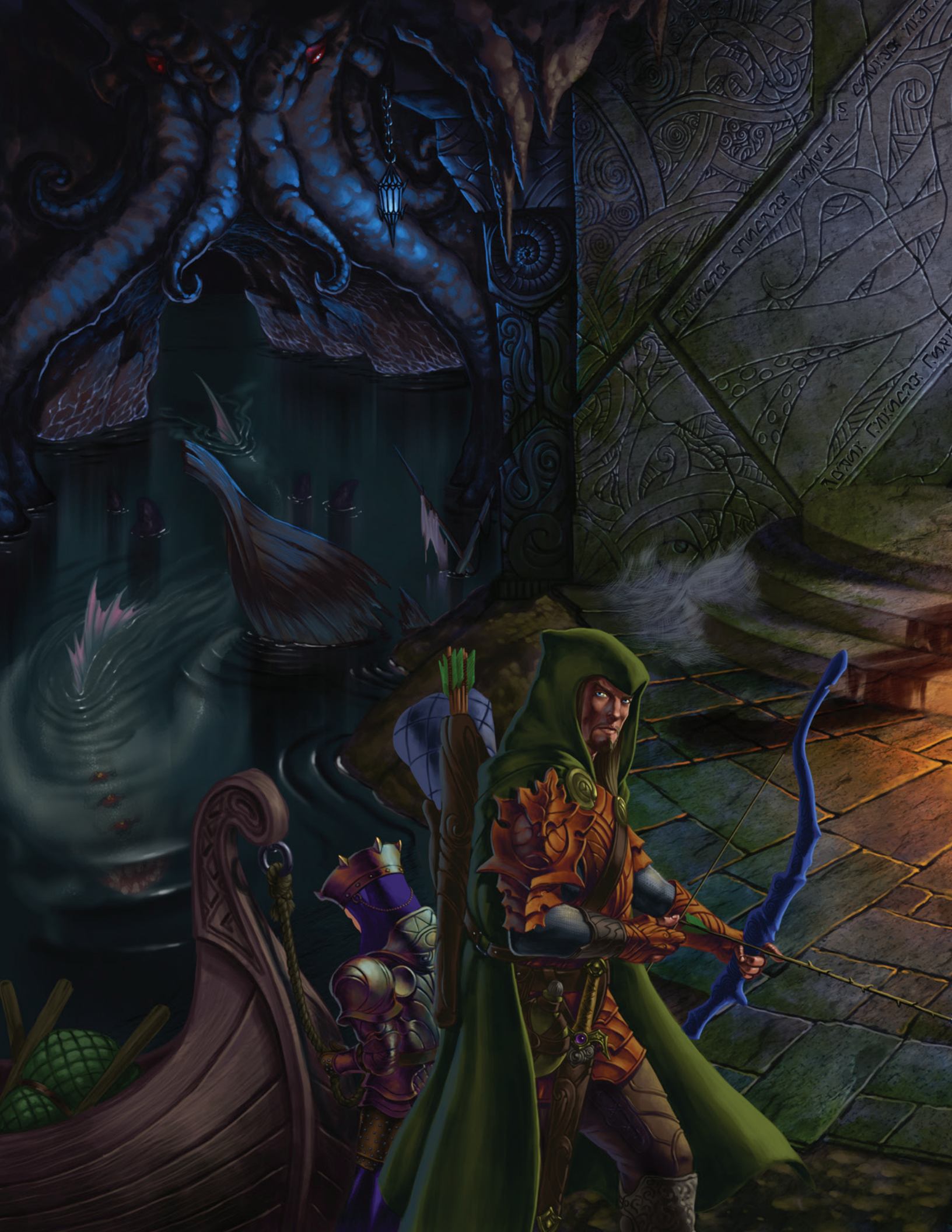
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Six Feet Under

Justin Andrew Mason

A goblin grave robber inadvertently rescues a lone adventurer[1] who woke up buried in a coffin. The adventurer, thrust into an encounter with the goblin and his party who have stolen a precious heirloom off the unconscious body, has no recollection of the burial.

Before starting this adventure, the GM and player should discuss what heirloom item the adventurer possesses. Though having immense sentimental value, the heirloom should be non-magical and of only minor monetary value. It should be a worn item easily removed such as a ring, bracer or necklace.

To start, read the following aloud to the player:

You awaken in utter silence and find yourself surrounded by total darkness. Air is thin, and every stale breath causes you to choke violently. Where are you? How did you get here?

You feel a hard surface beneath your back, and as you move your limbs outward, they meet with another solid, flat surface mere inches away. Soon you realize you are completely sealed within a box with no recollection of how you came to be in this predicament.

The air grows ever thinner as your heart thumps louder. In the blackness before you a sea of sparkling pinpoints swirl – your consciousness wavers as you hear a strange scratching sound coming from in front of you. Your mind gives way and you pass out.

With a violent, stinging gasp, your lungs expand, pulling in crisp fresh air. When your eyes burst open, above you is the starry night sky nearly obscured by the bright orange glow of a lantern. You find yourself lying in a pine wood coffin, already lowered into the ground and with bent nails protruding from the now open lid. A small, frail figure lurches backwards with your [heirloom] grasped firmly in its hand. With a startled shout, the shadowy figure begins to scurry up the grave mound nearly six feet above.

[1] This adventure is designed for a single character and can be continued with "The Rats of Verdant Reach" on page 18.

The ruddy skin of the goblin glistens in the light as it struggles to climb, dropping its lantern. The base of the lamp shatters sending rancid oil spewing into the coffin and upon your clothing. As the lamp's flame flickers, the oil quickly erupts. You have only seconds to react before the flames rush to engulf you!

The adventurer can climb out of the grave but must make a DC 12 Strength (Athletics) or Dexterity (Acrobatics) check. If it fails, the flames deal 1d4 points of fire damage and the adventurer, set on fire, must take a round to extinguish the flames by rolling around or suffer an additional 1d4 points each round until doused.

The adventurer, wearing only nondescript common clothes, has no other gear. An unidentified wooden grave marker suggests the adventurer has emerged from a pauper's grave. A shovel protruding from a nearby pile of recently excavated dirt is the only thing to utilize as an improvised weapon.

By the time the adventurer climbs out of the grave, the goblin is darting into a nearby mausoleum where another of its comrades is located. If the adventurer doesn't give chase, then in 3 rounds both goblins (280) come rushing out to attack—greedy for more potential loot.

When only one goblin remains (or sooner if the adventurer is struggling), the ruckus of the battle draws the attention of the graveyard's night watchman, Taran Throm (guard; 281), armed with a short sword and carrying a lantern. Taren comes to the adventurer's aid against the remaining goblin grave robber. Neither of the goblins possesses the adventurer's heirloom.

Taran has three *potions of healing*. If he was injured, he will drink one and offer the other two to the adventurer if needed.

If the night watchman is asked what happened, he explains the grave the adventurer emerged from is fresh—just covered at sundown a few hours past. While he doesn't have any additional information, Taran will suggest the undertaker back in the city may still have the adventurer's remaining gear stowed away.

During the discussion with the night watchman, the adventurer could potentially learn that the most recent memory was several months ago, and the cemetery is located near a known town but a substantial distance from home.

Another goblin (280), the gang leader, has been watching from the shadows while the two are talking. It springs out from the shadows to surprise attack (automatic initiative). The goblin is wearing the adventurer's heirloom and wielding a *+1 short sword*. Taran aids the adventurer in combat; afterwards, he offers to lead them back to the undertaker's office in town to collect the adventurer's equipment.

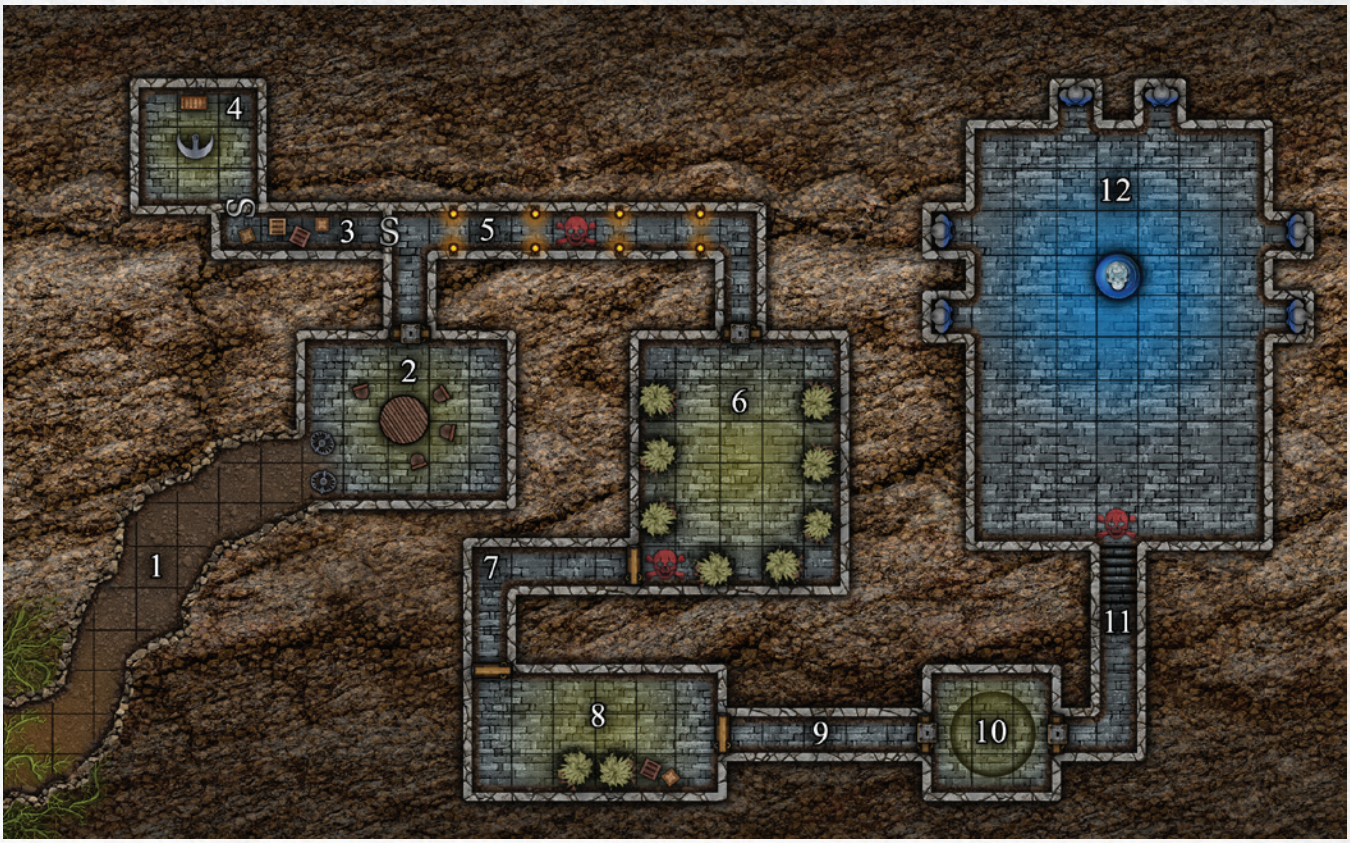
In addition to the experience and treasure earned from combat, the adventurer gains a bonus 100 xp for recovering their stolen heirloom.

Conclusion

Why was the adventurer buried alive? How did the adventurer get so far from home? Why is the last memory from several months ago? And why aren't there more recent memories? These questions can inspire ideas about your own 1-on-1 campaign. Alternatively, this story continues in "The Rats of Verdant Reach" on page 18.



Justin Andrew Mason



Hobgoblin Lair

Jonathan Ely

This lair is a seasonal home for a small group of goblinoid raiders that have been terrorizing the local region. If hunted by the party and tracked here, they retreat into the inside of this ancient complex (located 3-5 miles from the nearest trade route and community of any size).

1. Camouflaged Entrance

The entrance to the hobgoblin's lair is well-hidden with a false rockfall; the carefully placed pile of ivy-smothered stones conceals a cleft revealed by a DC 15 Wisdom (Perception) check or a DC 12 Intelligence (Investigation) check. The passage continues 50 feet into the earth, sloping gently downwards and steadily widening from 5 feet to 10 feet.

2. Guard Room

A pair of well-concealed simple pit traps (275) protects the 10-foot-wide entrance to this chamber. The room's occupants, two hobgoblins (281), leap from the table as they grab their weapons to defend their home. Several old boxes and barrels stored in this chamber contain nothing of value; the hobgoblins carry a few trinkets but nothing of importance. The wooden door to the north is locked from the other side with a simple mechanism (Break DC 15, 10 hp or DC 14 Dexterity check with thieves' tools).

3. Hidden Store

A DC 20 Wisdom (Perception) check or a DC 15 Intelligence (Investigation) check will locate the well-hidden secret door on the west wall and the button to open it. The hobgoblins are using the narrow chamber to store their ill-gotten gains, the majority of it being trade goods. If the adventurers search through the items a DC 20 Wisdom (Perception) check reveals several pouches of silver nuggets (worth a total of 150 gp).

4. Hidden Treasure Chamber

The hobgoblins are unaware of the secret door in the west end of the north wall in Area 3 that leads to the hidden treasure chamber. A DC 20 Wisdom (Perception) check or a DC 15 Intelligence

(Investigation) check is enough to discover the false brick that hides a handle to activate the door mechanism. Anyone who walks to the center of the chamber triggers the trip line unless it is deactivated first with a DC 12 Dexterity check using thieves' tools. Failure to disable the trap causes a giant axe to swing and hit all creatures in that line (Atk +3, 2d8+3 points of slashing damage). In the middle of the north wall sits a wooden box that contains the rotten remains of more than a dozen books (long since consumed by mold and rot) and a pair of fine jade idols worth 75 gp each.

5. Trapped Corridor

This innocuous-looking corridor conceals a pressure plate in the middle that activates eight separate poison darts (275) up and down the corridor. The resident hobgoblins know about the trap and simply jump over the pressure plate.

6. Sleeping Chamber

The main wooden door to the chamber, locked from the inside, requires a DC 15 Break, 10 hp or DC 14 Dexterity check with thieves' tools to open. The room is the living quarters for the hobgoblins and reeks of sweat and waste. Several straw pallets dotted around the perimeter and two hobgoblins (281) leap up to attack. Anyone willing to search through the stinking items for 1d10 minutes will eventually locate 17 gp, 29 sp and 84 cp. There is a door in the southwest corner of the west wall. The door is trapped with a poison needle (275).

7. Corridor

This simple L-shaped corridor is entirely unremarkable.

8. Decorated Chamber

Despite the foul graffiti that vandalize the walls, parts of the fresco paintings depicting the activities of centuries-dead dwarven warriors are still visible. Gorg the Bloodyhanded, a large bugbear (278), has taken this room as his personal quarters and doesn't like visitors. Amongst Gorg's possessions are a *potion of healing*, 12 gp, 28 sp and 54 cp, and a longsword. Hanging on the east wall is a stinking black bear pelt that hides a wooden door (DC 10 Wisdom (Perception) check).

9. Corridor

There is a locked, wooden door at the east end of the corridor (DC 15 Break, 15 hp, or DC 20 Dexterity check with thieves' tools). Gorg and the hobgoblins have not strayed past this point and have no idea what lies beyond.

10. Trapped Antechamber

Fragments of disintegrating, rotting tapestry hang on the walls and litter the floors. In the center of the flagstone floor contains an *alarm* spell trap—if someone steps on it, a DC 10 Wisdom (Perception) check notices an audible "gong" from Area 12. The trap requires a DC 15 Wisdom (Perception) check to spot the pressure plate.

11. Trapped Corridor/Staircase

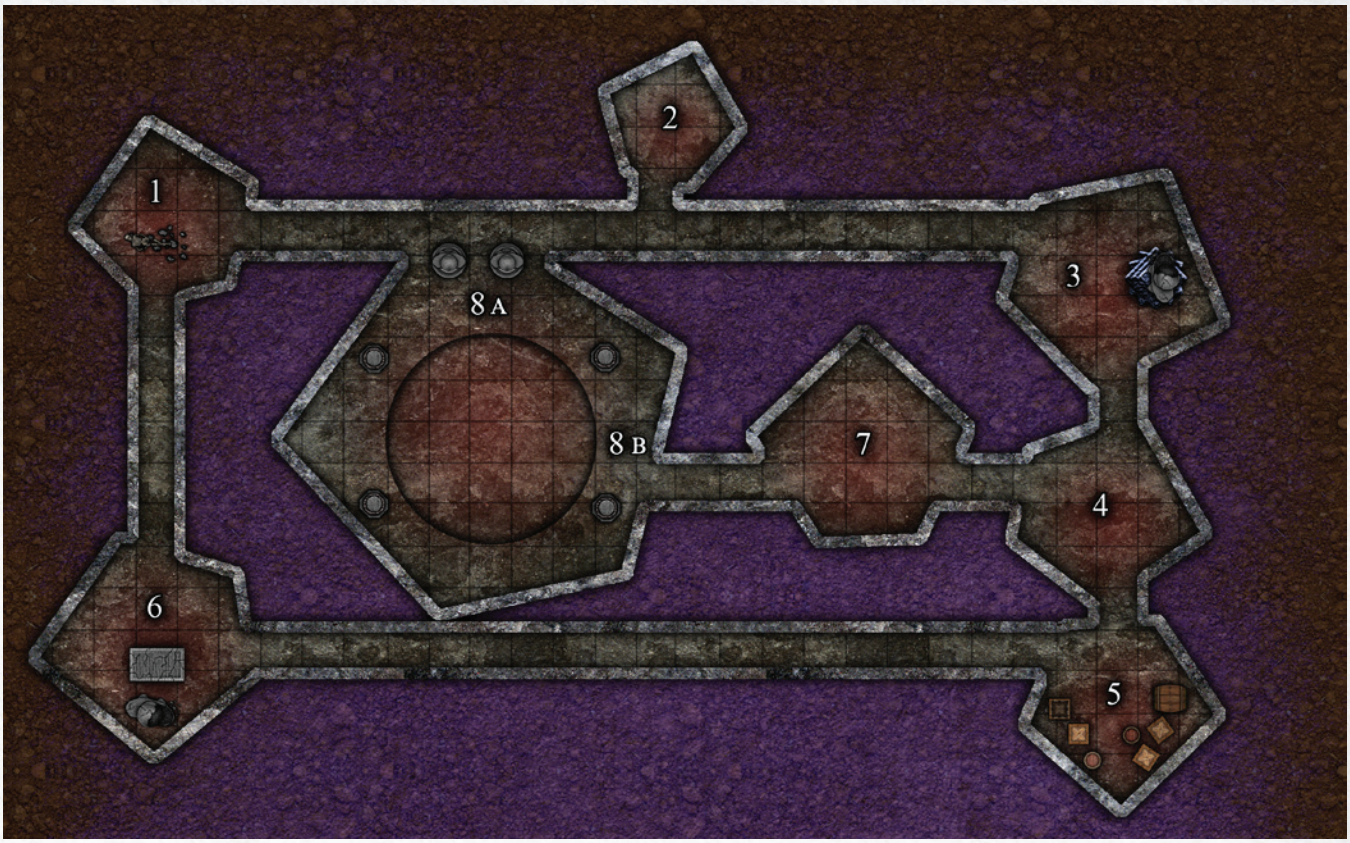
The staircase is lit by an unusual blue glow emanating from Area 12; a 10-foot-deep spiked locking pit (275) awaits those who do not sidestep it at the top of the stairs.



12. Shrine

The final chamber appears to be an ancient dwarven shrine. Six alcoves—each with a statue of an ancient hero of the stout folk—face a crystal skull on a granite pedestal that glows with a gentle blue light. As the characters approach, the skull lifts from the pedestal and relays a cryptic message in Dwarven (the contents of which are left up to the GM). Once relayed, the skull drops to the pedestal and the glow fades, never to return. A DC 15 Intelligence (Investigation) check locates a hidden panel within the pedestal. Inside are two *potions of healing* and a silver holy symbol.

Jonathan Ely



The Goblin Warren

Jonathan Ely

Many centuries ago, the quasit known as Viletongue was summoned from the Abyss to assist his summoner in attaining magical knowledge beyond his understanding. Deliberately tricked by Viletongue, the magic failed his master at a key moment; he was immolated on the spot. Now free to pursue his own goals outside of the Abyss, Viletongue immediately began corrupting other greedy souls, tempting them into perversion and damnation. Finally identified as the creature behind the corruption of several well-considered magelings and apprentices, the velvet-tongued quasit was eventually captured and imprisoned in this hidden complex by a group of ascetic clerics known as The Custodians.

Over the next five decades, Viletongue took great delight in attempting to corrupt the clerics into turning on each other (whilst secretly hoping that one may release him). Finally, he managed to break the mind of one of the Custodians with honeyed words, convincing him to murder the remaining members of his order before taking his own life.

Never freed, Viletongue waited and plotted in the gloom, until a war party of goblins stumbled upon this complex. Taking shelter with their worgs in this miserable dungeon, Viletongue delighted in his new company and has begun to whisper suggestions to Gorm Firescream, the leader of the war party. Implanting ideas into Gorm's limited imagination, the war party has already had a number of local successes, and his reputation is rising. As such, he and his war party now warrant a bounty for their elimination or dispersal, offering enough for local adventurers to seek them out.

1. Main Entrance

This mid-sized pentagonal chamber is accessed by a number of tunnels deep below what appears to be an ancient barrow. Rumors of the barrow being haunted have convinced superstitious locals to leave it alone, but the goblins have no such qualms. The final access to this chamber requires a successful DC 12 Strength (Athletics) check, as the 20-foot staircase into this chamber has long since collapsed. At the base, two

worgs (287) sit, contently chewing on a large bone; unless the adventurers are silent, the worgs notice them and raise the alarm.

2. The Kennels

The corridor between Area 1 and Area 2 is trapped; a pair of heavily warded statues block the entrance into Area 8 (almost perfectly filling the gap, denying the quasit space to squeeze past). If activated, a gout of flame engulfs everything in each 5ft square; treat each square as a *glyph of warding* (*burning hands*). As the adventurers approach the entryway they almost immediately notice the vile smell from the kennels; a worg has recently given birth to eight cubs in this chamber, and will defend them with great vigor

3. Desecrated Shrine

The Custodians dedicated this simple shrine to one of the many gods or martyrs that they extolled (GM's discretion to choose one that fits their campaign). The goblins desecrated the shrine because it made them feel uncomfortable; however, they are not aware of the mechanism that deactivates the fire trap in the corridor between Area 7 and Area 8. It requires a successful DC 15 Wisdom (Perception) check to locate and deactivate. Three goblins (280) are present in this chamber; if pressed they will try to fall back to their allies in Area 4.

4. Goblin Chamber

The central "camp" for the war party, six "goblins" lounge around in this chamber, sleeping, eating or squabbling over scraps of food and "loot". If sorely pressed, they will retreat to Gorm Firescream's chamber in Area 7.

5. Storechamber

This large, stinking chamber was once a significant storeroom, although much of the material has long since rotted away. The goblins continue to use it as a storeroom, using it to hoard what food and "valuables" they have managed to scavenge on their raids. Two worgs (287) lair here; they're cunning enough to attack from behind the barrels.

6. Desecrated Shrine

The Custodians dedicated this simple shrine to one of the many gods or martyrs that they extolled (GM's discretion to choose one that fits their campaign). The goblins desecrated the shrine because it made them feel uncomfortable; however, the simple act has made it harder for Viletongue to escape. The desecration has destroyed the mechanism for deactivating the traps between Areas 1 and 2, ensuring that they remain continuously active. Three "goblins" are present in this chamber, but if pressed, they will try to fall back to their allies in Area 4.

7. Gorm Firescream's Chamber

This vicious-looking goblin is the undisputed leader of the war party; blessed with bugbear blood somewhere in his polluted lineage, Gorm is noticeably larger than his fellow goblins, which ensured that he was trained as a goblin commando (bandit captain; 276). His rudimentary grasp of tactics and boldness in combat has attracted Viletongue's attention, and his lack of intelligence has allowed him to be easily manipulated by the softly spoken quasit. His size and skill alone makes Gorm slightly intimidating.

8. Viletongue's Prison Chamber

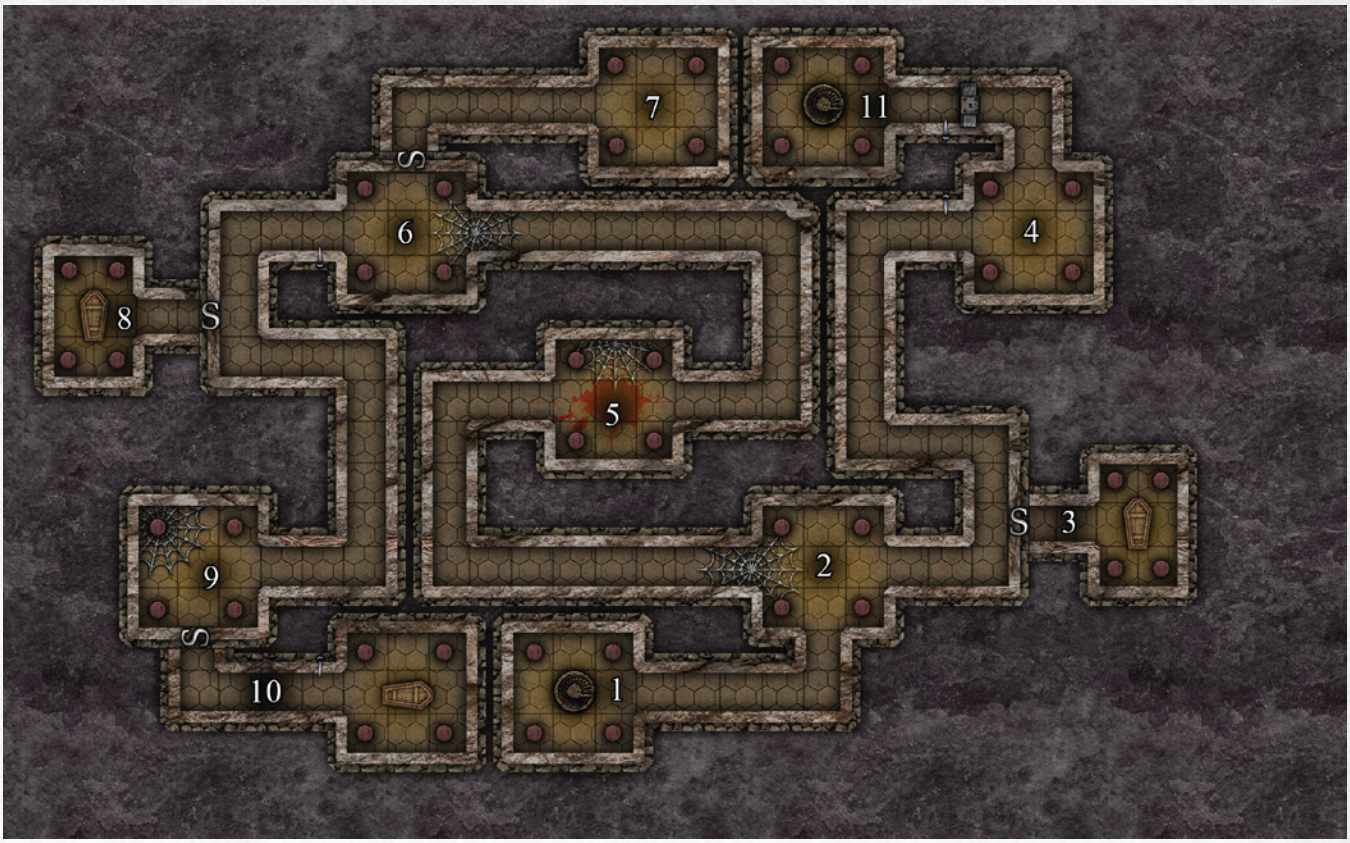
This large chamber is the reason for this complex existing; long since forgotten by those who were responsible for this prison, Viletongue (quasit; 276) remains trapped in this chamber as he has done for an eternity.

A master of verbal manipulation, this desperate quasit is hoping that the curiosity of visitors to his prison will allow him to make good his escape and continue corrupting the innocent. As soon as he can, he will use his invisibility ability and bypass his benefactors to escape to the surface; if possible, he will take a perverse joy in harassing and disrupting the party that freed him as a way of thanking them for their inadvertent help.



The chamber is supported by four thick columns and intermittently lit by a failing magical globe of light suspended from the high ceiling; the only adornment in this chamber is a large mirror, a punishment from the Custodians, allowing the quasit, "to see and reflect upon his evil existence." Viletongue has instead used this mirror for many years to practice and improve his considerable verbal skills.

Jonathan Ely



The Spinner's Hole

Jonathan Ely

A lair long known for harboring giant spiders, this ancient dungeon is tolerated and periodically invaded for the valuable silk that is produced within. The local villagers of Spinner's Folly have long since woven this silk into useful items, from light clothing to strong rope, but must retrieve the silk three times per year to maintain their supplies of this precious commodity.

On these three special occasions, adventurers—especially those with rangers and druids within their ranks—are invited to enter the complex and subdue the spiders long enough for bales of raw silk to be gathered by the weavers. However, there are two provisions; none of the silk may be significantly damaged and the spiders may not be harmed during this harvest—the weavers do not wish to kill off their rich source of silk. Failure to do so certainly earns the enmity of the local population and forfeits any payment.

1. Entry Chamber

A circular staircase leads into a small chamber with four columns that have a permanent *faerie fire* illuminating the exit corridor.

2. Barricaded Chamber 1

A short corridor leads into a small chamber. There is a column lit by *faerie fire* in each corner and exits heading east and west. The east exit is currently unobstructed and leads into a twisting corridor. A large "wall" of sticky web obstructs the west exit. A successful DC 15 Intelligence (Investigation) check indicates that with several minutes of careful work and a sharp weapon or tool one can bypass the web. Failure indicates the individual is stuck in the web requiring assistance or a successful DC 12 Strength (Athletics) or Dexterity (Acrobatics) check to break free. Any interference with the web raises the attention of the giant spider (285) in Area 5.

3. Secret Chamber 1

A DC 12 Wisdom (Perception) check is needed to find the hidden door to the east that leads into a small chamber. Inside are the rotted and tangled remains of an ancient coffin, four pillars inscribed with ancient text, and approximately 70 gp worth of ancient wealth (GM's discretion).

4. Trapped Chamber

A swarm of spiders (insect swarm; 285) as well as poison darts (275) protect this chamber, lit by four pillars with *faerie fire*.

5. The Central Chamber

The remains of a calf, sacrificed to ensure continued production of quality silk, dominate the chamber floor and are the source of the reek of rot and decay. A "giant spider" viciously defends her home and a small pile of spider's eggs attached to the walls by small loops of silk.

6. Barricaded Chamber 2

A short corridor leads into this chamber supported by four *faerie fire*-lit columns. A large "wall" of sticky web obstructs the entrance. A successful DC 15 Intelligence (Investigation) check indicates that with several minutes of careful work and a sharp weapon or tool one can bypass the web. Failure indicates the individual is stuck in the web requiring assistance or a successful DC 12 Strength (Athletics) or Dexterity (Acrobatics) check to break free. Any interference with this web raises the attention of the "giant spider" in Area 9. Across the chamber from the entrance is an exit that heads west and contains a "poison darts" trap. To the north is a hidden exit located on a successful DC 12 Wisdom (Perception) check.



7. Secret Chamber 2

The corridor from the hidden door in Area 6 leads into a small chamber. Inside are the rotted and tangled remains of an ancient coffin, four pillars inscribed with ancient text, and approximately 100 gp worth of ancient wealth (GM's discretion).

8. Secret Chamber 3

A short corridor behind the hidden door located on a succesful DC 12 Wisdom Perception check leads into this small chamber. Inside is the rotted and tangled remains of an ancient coffin, four pillars inscribed with ancient text, and approximately 50 gp worth of ancient wealth (GM's discretion).

9. Chamber

A "giant spider" dominates this chamber, viciously defending his home and a small pile of spider eggs that are secured to the walls by tiny loops of silk. There is a hidden door found with a successful DC 12 Wisdom Perception check in the south wall.

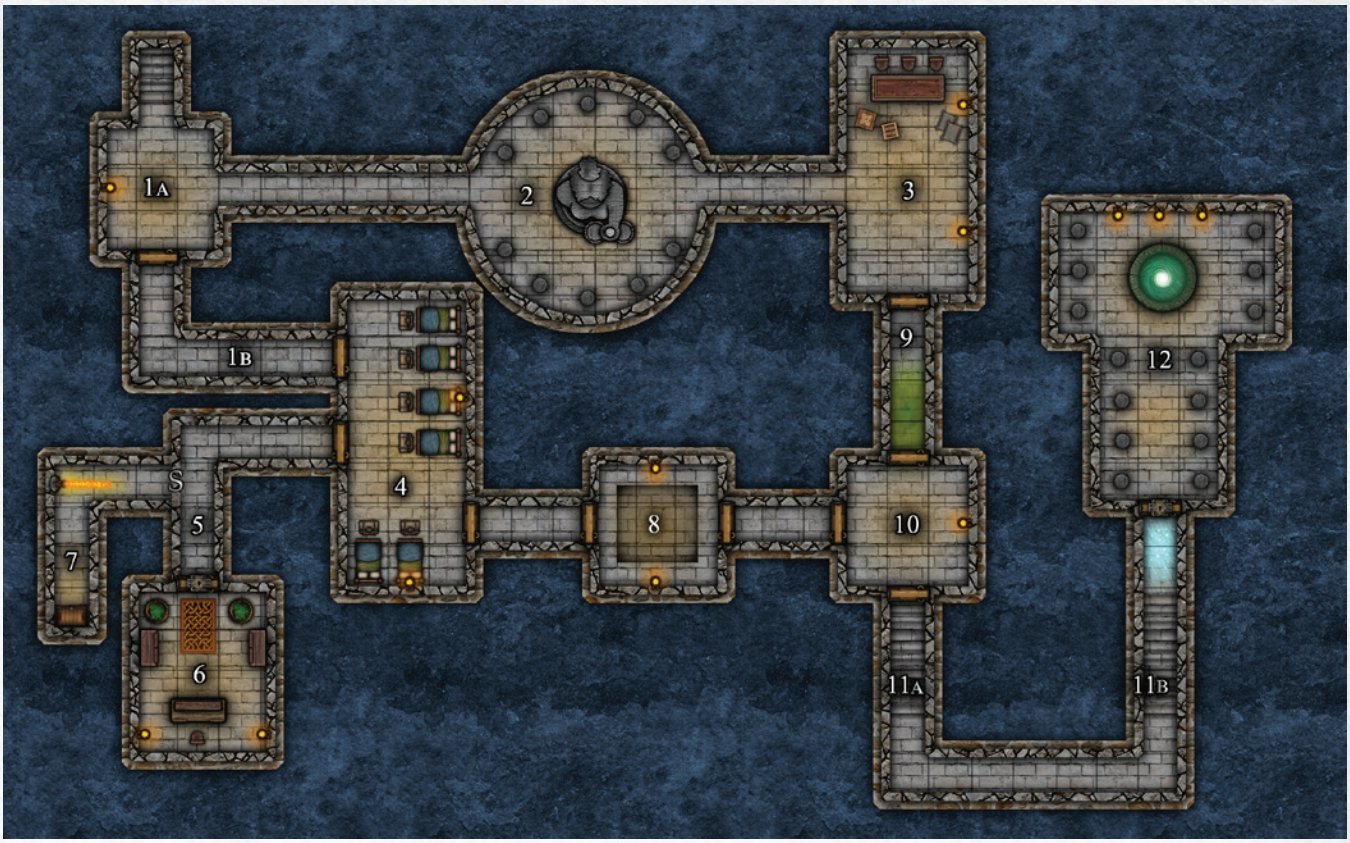
10. Secret Chamber 4

The corridor leading to the chamber is protected by "poison darts". Inside are the rotted and tangled remains of an ancient coffin, four pillars inscribed with ancient text, approximately 120 gp worth of ancient wealth (GM's discretion), and a large copper key to unlock the door leading to Area 11.

11. Exit Chamber

This secured alternative exit is partially obscured by thick strands of silk, which must be carefully removed before being able to access the locked door to this chamber. The copper key from Area 10 opens this ancient lock, as does a successful DC 15 Dexterity check; the corridor going into the chamber is protected by "poison darts".

Jonathan Ely



The Soularium

Rory Toma

The Soularium sits in a back alley in the Temple District. Ostensibly, it is a house of charity, a place where the downtrodden come and are received with open arms but in truth, it is the lair of Q'xetl who is an unbound quasit collecting souls. When he gathers enough, he plans to use them to bargain himself into a higher position in the Abyss.

1A. Alley Entrance

A single sconce on the western wall lights the room and a solid, iron-bound door is in the south wall. The single acolyte (276) devotee shepherding visitors toward the eastern corridor will sound the alarm and attack anyone who tries to go through the door.

1B. Service Corridor

If the alarm is sounded three guards (281) from Area 4 defend the corridor to prevent the party from moving further.

2. Sorting Station

In the center of this room is a statue of a blind woman holding scales of justice with a justice. It has a permanent, constant aura of divination and the devotee from Area 1A asks each visitor to briefly stand in front of it. The pillars around the room represent the alignment spectrum (north=NG, east=CN, south=NE, west=LN) and the appropriate pillar illuminates with a radiance proportional to the creature's level. This information is used to catalog harvested souls.

3. Receiving Room

Three devotees deal with donors and beggars. They assess the latter's needs, and give them food, clothing, or money while they collect donations from the former. Afterward, they ask visitors to present themselves in the chapel for blessings; any who refuse are free to go but may not take any gifts.

4. Barracks

Six "guards" live here. Each has a bunk and a footlocker that contains 1d6 gp, 2d10 sp, and 1d10 cp. These warriors rush to join any combat that breaks out in the complex.

5. Service Hallway

The "L" shaped hallway has a secret door on the west wall, detected with a DC 20 Wisdom (Perception) check, and ends at a locked wooden door (Break DC 15, open lock DC 20 Dexterity check using thieves' tools).

6. Office

A cleric sits behind the desk. If threatened he sounds an alarm, and any remaining devotees come to his aid in 1d4 rounds. A hidden compartment in the desk requires a successful DC 13 Intelligence (Investigation) check to locate. Inside are 78 gp, 24 sp, a cold iron dagger, and a *inflict wounds* scroll.

7. Treasury

The secret door leading into this chamber is trapped with *glyph of warding* (explosive runes, fire damage). At the end of the hall is a large, locked chest that can be opened with a successful DC 13 Dexterity check using thieves' tools. It contains a buckler, a longsword, 123 gp, a ruby worth 50 gp, and a *potion of healing*.

8A. Cells

Two acolytes (276) live here and reinforce Area 6 and Area 12. They attempt to stop anyone from traveling through this chamber. Each carries a key to the temple door at the end of Area 11.

9. Gas Hallway

The gas trap (275) in the hallway can fill not only the hallway but Area 3 and Area 10 if the doors are open.

10. Robe Chamber

Several robes hang on the eastern wall. The two devotees from Area 8A come in, remove all valuables from the unconscious visitors, and put robes on them. They also don robes before dragging the victims to the Temple (Area 12).

11A. Descent

Stairs lead down to a U-shaped hallway.

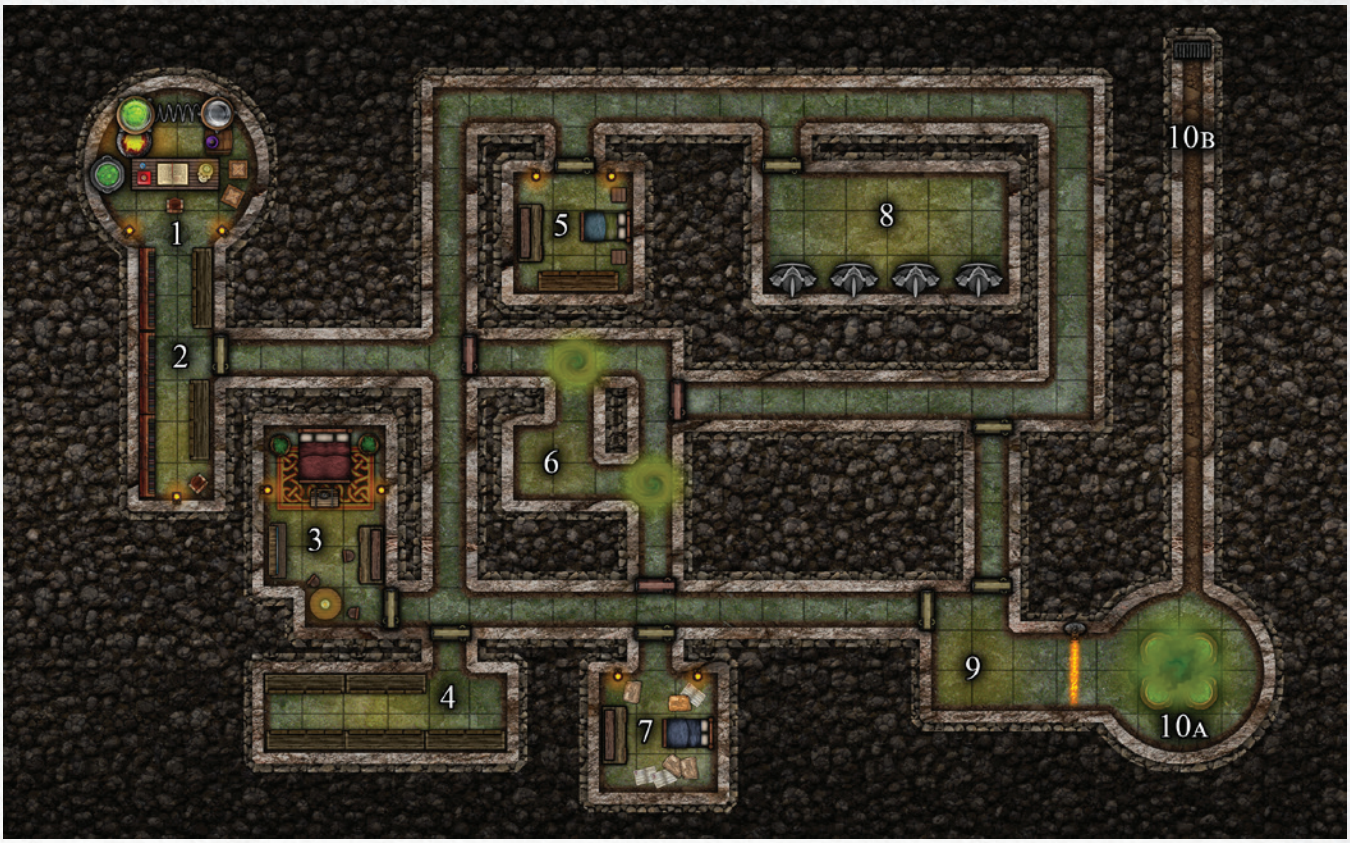
11B. Frosty Passage

The hallway ends with stairs going down to a landing with a locked iron door that can be opened with a successful DC 13 Dexterity check using thieves' tools at the end of the landing; both adepts from Area 8 have a key to open the door. The landing is trapped with a *glyph of warding* (explosive runes, cold damage), but anyone wearing a robe from Area 10 is immune to the trap's effects.

12. Soul Chamber

Pillars line the east and west walls and a large, yawning portal—used to harvest the souls of unconscious victims thrown in—fills the back half of the large room. Q'xetl (quasit; 276), an "acolyte", and a "guard" defend this area.





The Aura of Profit

Rory Toma

The Aura of Profit takes place in an underground lair that serves as an alchemical laboratory. Fritz is an alchemist who has an underground laboratory in the poor section of the city. His experiments produce wastes that run into the sewer and enhance the effects of alcohol. Several local innkeepers have seen sales plummet, as their patrons can't hold their liquor anymore. They think that there is something happening underground, where a strange odor has been detected under one of the taverns. They have asked the party to investigate.

1. Laboratory

Fritz (alchemist wizard; 276) can be found here tending various cauldrons and beakers. He will not attack. He has no knowledge that his waste is causing problems on the surface. He knows the effects, but did not think it would affect the surface. He can be easily convinced to make modifications that remove the surface effect that would satisfy the innkeepers.

2. Library

The southern part of this large room is filled with bookshelves that overflow with books and scrolls. Most are alchemical in nature and esoteric; they are worth little except to specific collectors.

3. Guest Room

This room is clean and tidy, with a four-poster bed, desk, table and chairs, and an armoires. The armoires contains 50 gp worth of fancy clothing.

4. Storeroom

The shelves of this room are packed with alchemical supplies. The materials are volatile and are haphazardly stacked and fall over easily. Treat the shelves as a collapsing roof (275) trap with the following modifications: A character can disable the trap with a successful DC 15 Dexterity check. On a failed check, the trap triggers. Anyone who inspects the shelves can tell that they are in danger of collapse. When triggered, the shelf collapses. Any creature in

the area beneath the shelf must succeed on a DC 15 Dexterity saving throw, taking 11 (2d10) bludgeoning damage on a failed save, or half as much damage on a successful one. Once triggered, rubble covers the floor and it becomes difficult terrain.

A character who succeeds on a DC 15 Intelligence (Investigation) check discovers two sets of well insulated robes and gloves, which can be used in Room 6 to neutralize the gas vortices there. These can be used in Room 6 to neutralize the gas vortices there.

5. Engineer's Room

This bedroom houses Ertyl (cult sorcerer; 278) who maintains the constructs in Room 8. If attacked, any constructs in Room 8 will arrive in 2 rounds. A character who succeeds on a DC 15 Charisma (Persuasion) check convinces Ertyl to communicate what he knows. He maintains the constructs in Room 8 for the alchemist Fritz. The constructs are used to collect gas from Room 6 and bring it to Room 10a, where it is heated in flasks and mixed with the chemicals there. Ertyl isn't sure what Fritz is trying to make, but he gets 50 gp a week to keep the constructs repaired. The constructs need minor repairs after each collection.

6. Vortex Room

The doors to this room are made of iron reinforced oak and are locked but can be opened with a successful DC 15 Strength or DC 13 Dexterity check with thieves' tools. Inside, there are two gas vortices (gas trap; 275). A character can use the gloves and robes, along with a successful DC 15 Intelligence (Arcana) to safely collect the gas from the vortex, rendering them inert for 1 hour.

7. Fritz's Bedroom

This bedroom is a mess and contains a bed and dresser, covered in papers. The papers are alchemical in nature and are worth 100 gp. character who succeeds on a DC 12 Intelligence (Investigation) check discovers two flasks of alchemist's fire under the dresser.

8. Construct Room

Four devices stand against the back wall. They are humanoid in shape and have a paddle for a hand, and a tube for the other. The four constructs (animated armor; 276) attack when the room is entered.

9. Wind Curtain Room

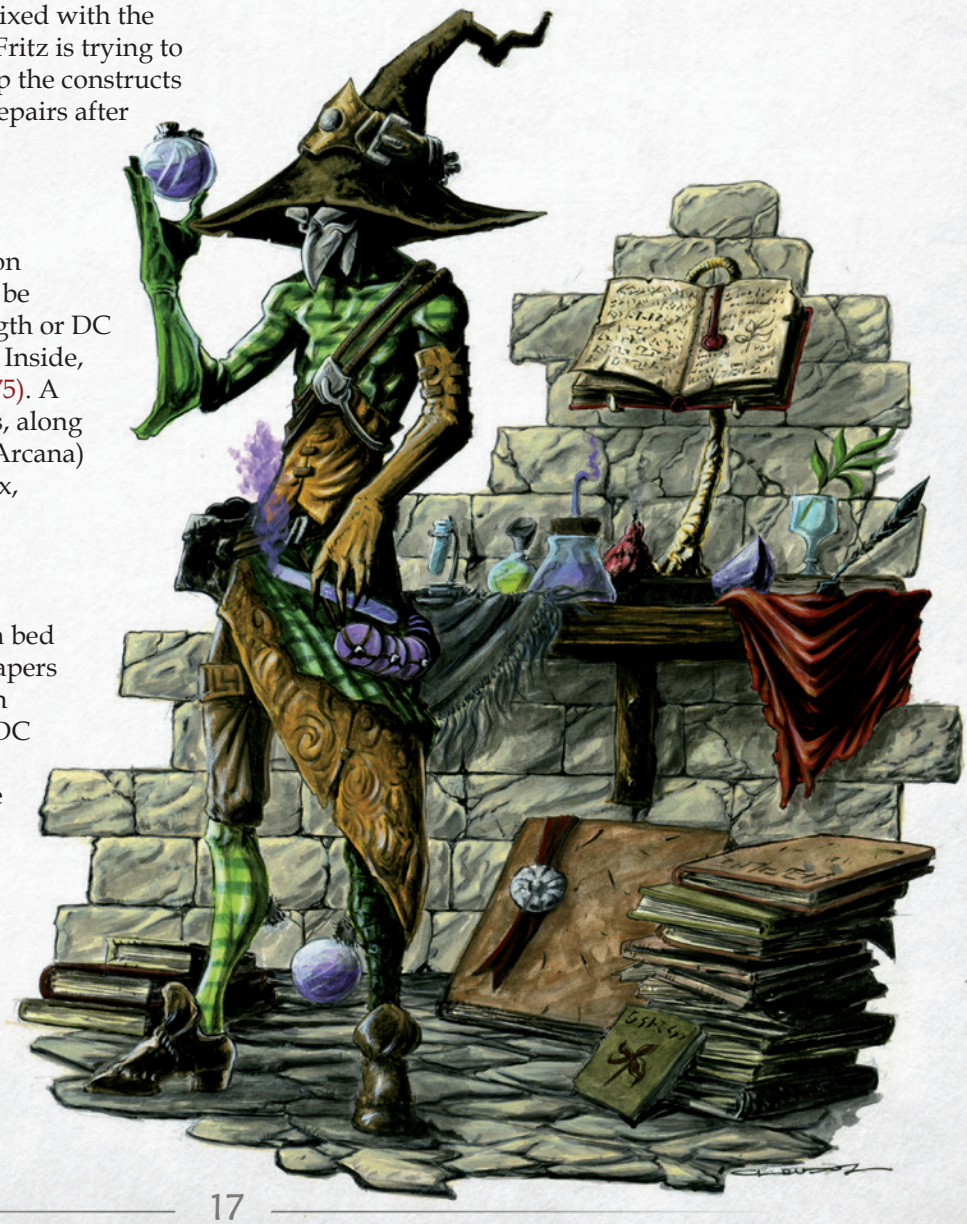
A strong wind blows down from the ceiling in the area between Room 9 and 10a. This keeps the vapors from traveling into the complex. If disturbed, a safety mechanism is enabled that vaporizes the air with a flash flame (fire-breathing statue; 275).

10A. Alchemical Chamber

The alcohol smell is overpowering in this room. Vapor rises from copper cauldrons and escapes into the sewers. The vapor causes drunkenness (effects as *symbol of insanity*).

10B. Sewer Vent

This narrow corridor smells of alcohol. The smell gets stronger as the party gets closer to Room 10a.





The Rats of Verdant Reach

Justin Andrew Mason

The adventurer is hired by Dawson Beam (veteran; 286), the sheriff of the City of Verdant Reach, to investigate a gang of thugs that call themselves the "Rats of the Reach".

The graveyard night watchman escorts the adventurer to the Ghiger Hugh,[1] then goes to fetch the sheriff. The undertaker explains that the Rats attacked the adventurer and presumes him killed. The town guardsmen caught the perpetrator, a young red-haired half-elf female, in the act, but she managed to elude capture. The undertaker returns the adventurer's gear, explaining he was going to auction it off to pay for the grave plot.

If the adventurer will allow it, the undertaker will do a thorough examination and discovers a recent needle- sized puncture wound at the nape of the neck. This confirms his suspicions of poison and explains the mistaken diagnosis of death as well as the memory loss.

After hearing about how the adventurer survived an attack in the past, the sheriff asks if they would be interested in tracking down the attackers. The mayor has tasked them with rooting out the Rats and ending their reign of organized crime, assaults, burglary, and strong-arming frightened merchants and artisans. He offers a reward of 500 gp for any actionable information about the Rats and locating their base of operations.

The city watch has been on elevated alert to deter activity from the Rats; however, the brigands have an uncanny knack for avoiding detection by law enforcement. He suggests starting at the Thirsty Raven Tavern, a place known for seedy dealings and back-room gambling.

The City of Verdant Reach

Verdant Reach is a large city with a mixed population consisting of mostly humans. The city, governed by the mayor, has a semi-military police force referred to near

[1] This adventure follows the events of *"Six Feet Under"* on page 6. If running "Rats" as a stand-alone adventure, begin with the Mayor asking the adventurer for help.

the city's center in an area known as the Dims. The establishment's entrance faces a back-alley road named Solomon Mews.

1. North Crawl

This narrow street named North Crawl boasts a bakery that sells fresh bread and renowned pigeon pie.

2. Dims Commons

Dims Commons is the intersection of Solomon Mews and Cobblestone Way. It is a frequent haunt of street performers and cart vendors during daylight hours.

3. Solomon Mews

Solomon Mews is the widest street in the Dims and goes roughly east-to-west. A butcher's shop is on the west side of the Dims Commons while the entrance to The Thirsty Raven is on the east side.

4. Cobblestone Way

The alleyway known as Cobblestone Way intersects the north side of Solomon Mews. A quaint antique and secondhand store is on the west side.

5. The Rat's Ambush

Two bandits (276) wielding crossbows, stationed on the antique shop rooftop, are the backup for the Rat enforcers gathering the week's "protection" money. If the enforcers flee, are captured, or are killed they will flee.

A. The Thirsty Raven

The Thirsty Raven is a modest inn and tavern operated by a gruff dwarven male named Gregth. They serve only cheap ale, though Gregth keeps a single bottle of elven wine behind the counter. The tavern is always open, shifts shared between Gregth's sons, Grom and Grit. His wife, Gretchen, tends to the rooms of the inn and cooks a greasy beef brisket breakfast offered every morning. The back room of the inn is an illegal gambling hall that plays illicit games of chance such as "Assassin's Breach."[2]



B. Brighthorn Bakery

The halfling baker, Rosey Brighthorn, and her family operate Brighthorn Bakery. They pay weekly "protection" money to the Rats and despise the bandits.

C. The Lamb's Chop

The Lamb's Chop, owned and operated by a muscular human male known only as "Peter" (scout; 284), is a butcher's shop offering a variety of fresh meats but specializes in an amazing array of spiced sausages. The Rats avoid his shop. The last enforcers who attempted to force payment from him left with three fewer fingers.

D. Tamara's Oddities

Tamara's Oddities is a secondhand store and antique dealer. Operated by the elderly human Tamara Tundrawood, the small shop is the oldest business in the Dims. She is long-winded and regales shoppers with stories about the "heydays" of the Dims.

The Encounter

Whilst the adventurer is in the tavern, a rowdy group of three human males and one red-haired half-elf female enter the establishment. They gather around the bar and demand that Gregth make his weekly payment.

Two of the men take notice that they are being watched and begin to threaten the adventurer.[3] They will force the adventurer out into the street where they will bully them in front of bemused city dwellers (too afraid to assist). Finally, they will attempt to rob the adventurer of any valuables.

If during combat the adventurer seems to be struggling, then Peter will run from his butcher's shop wielding a huge meat cleaver to assist.

The red-haired half-elf woman never draws her blade; instead, she keeps her distance. During the combat, a successful DC 10 Wisdom (Perception) check reveals that she goes out of her way to purposefully trip one of the thugs (knocking him prone and stunning him for 1 round) before she turns and disappears into the crowd.

If any of the three are captured, they can be turned over to the city watch, and the adventurer will be rewarded 500 gp for their service, and offered room and board for a week at one of the city's more upscale establishments far from the Dims.

[2] Check out *Assassin's Breach: Tavern Gambling Game* from AAW Games for details.

[3] If running this adventure in serial with the other 1-on-1 adventures, then two of the men act as if they recognize the adventurer, and all three men draw their swords shouting, "There's the traitor, kill him!" The three will not mince words and will force the fight out into the street.



Pit Your Wits

Stephen Yeardley

Aberrations—a departure from what is normal, usual, or expected, typically an unwelcome one—have bizarre anatomies, strange abilities, alien mindsets, or any combination of the three.

The adventurers' arrival at a small, well-established mining site, after a request to clear some "mutated goblins", reveals an unexpected, disturbing sight. The mine's main premises, a 40-foot-square stone building positioned over a 10-foot-by-10-foot shaft, is gone, save for dozens of pieces of rubble, a 30-foot wide hole, and inky-black depths.

The site was hit by an elder thing's planer ship. The otherworldly energies wrecked the building, producing a 60-foot-radius blast that warped nearby creatures. Nothing weird is immediately visible, but strangeness abounds; starfuel-twisted flora and fauna are everywhere! They are similar to existing aberrations, but only have 1d8+Con bonus hit points.

1. The Northeast Approach

Approaching from the northeast, the adventurers are rushed by a giant toad (286) covered in glowing toadstools from the right-hand bushes.

The back of the wooden sign is scorched and pitted with tiny twinkling holes. Blasted by boiling starfuel, if touched or disturbed it explodes; inflicting 1d10 fire damage on all within 5 feet who fail a DC 11 Dexterity saving throw.

2. The Southeast Approach

Approaching from the southeast, the adventurers see the protective palisade that surrounds the mine.

As they cross the open space, a creature slithers towards them. It's the warped remains of a goblin (grick; 281), legs fused together and arms melded into its torso. Its skull, split vertically from forehead to chin and more widely across the mouth, is now four flailing

tentacle-like parts. It snarls as it approaches, but its eyes plead for release! The goblin's condition gives it disadvantage on attack rolls for the encounter.

The end palisade panel's moss coating has transformed into three violet fungus (286) hiding there. Adjust to 4 fungi for a larger party.

3. The Mess Tent

Two hideously distorted bodies lay by a metal cylinder that pulses with a sickly lime aura.

The easternmost body is just skin on bones. As the party gets within 10 feet from the east, two gray oozes (281) slither out of the bushes. The oozes also glow sickly green.

The westernmost body is intact, bloated, and a blackened tongue protrudes from the open mouth. If the body is disturbed, four giant centipedes (277)—again, glowing green—attack.

The burning pit is the cylinder's landing point after hitting the building. Its bubbling bursts every 1d3 rounds as an *acid splash* spell. All creatures within 5 feet of a burst must succeed on a DC 11 Dexterity saving throw or take 1d6 acid damage. The cylinder still gives off radiation, causing insanity (as a *symbol of insanity)* in any creature who fails a DC 11 Wisdom saving throw. Enough adamantine, cold iron, and mithral to make two arrowheads or bolt tips of each metal can be scraped from it.

4. The Southwest Approach

Approaching from the southwest, the party finds what looks like a near-skeletal black dragon wyrmling (278). Now its scales are falling off, its twisted wings are flightless, and most of its fleshy parts have shrunk. Its warped jaws and claws remain dangerous, however. In addition to being flightless, the wyrmling suffers disadvantage due to its sickened condition.

5. The Pit

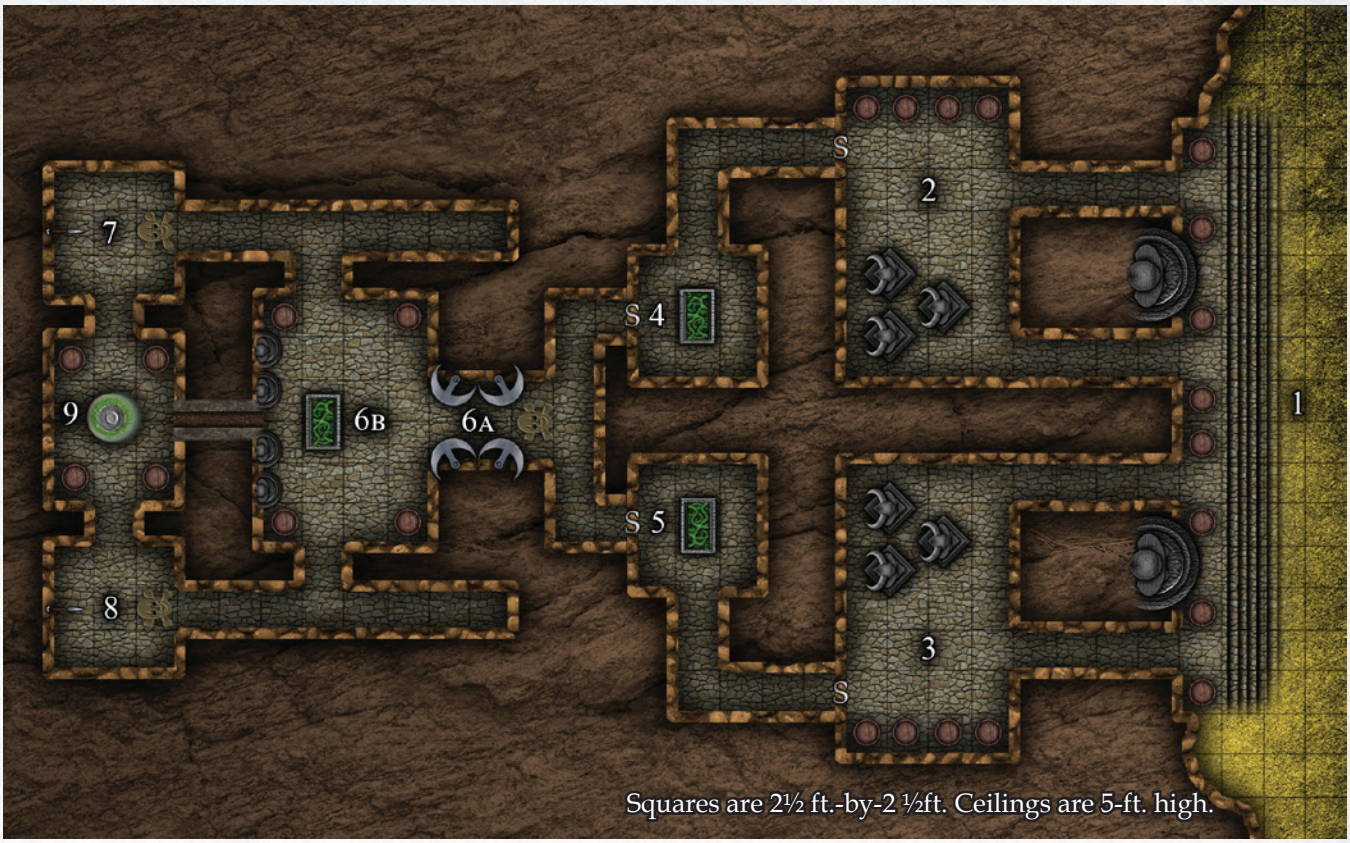
However many miners were in the building is unknown, but the gibbering mouther (280) emerging from the pit has eight mouths and speaks with eight different miners' voices.

The "rope" into the crater is made of incorporeal starlight, shedding a dim illumination down 60 feet. If the adventurers peer in, they see a xorn (287) staring back at them. The xorn has been collecting meteorite shards (it is immune to the alien radiation) and is not looking for a battle with the party. It will collect the last remaining shard, if unmolested. If the party attacks the xorn, it will accept the shard as payment for their foolishness.

Random Encounters

d% Every 1d4+4 Rounds	
01-40	Nothing
41-70	1d2 zombies (287)
71-90	1d2+1 goblins (280)
91-00	poisonous snake swarm (286)





We All Start Somewhere

Stephen Yeardley

Everyone knows the collapsed mountainside near Raakayras. It happened when the wyrm Hauskakasvi was driven from its lair, and now is thickly overgrown with oak and elm. The lair? Emptied by 200 years of adventuring, although beginners still dare to enter, hoping to find what everyone else missed. But the hills have become quiet these last three years, with hardly a bugbear, ghoul, or satyr abroad (even a troublesome thief's body appeared, putting the local's minds to rest as to the safety of their belongings); Raakayras is at peace.

Background

Hauskakasvi had four eggs before she was killed. She placed them in vats of preserving acid and sealed them away. Over time, they hatched, with the wyrmlings held in virtual suspended animation. Tyynijalka, a wererat thief, discovered them, broke in, and contaminated three vats with concentrated saltwort ashes. The fourth wyrmling, Pienilehti, he released, but it killed the already-injured rogue, eventually dumping the body in the woods. Pienilehti cleared the region's "minor" irritants over the next three years, protecting Raakayras.

Note: A character who succeeds on a DC 15 Wisdom (Perception) check discovers the secret doors from rooms 2, 3, 4, and 5. The secret doors from Rooms 2 and 4 move only westwards for 24 hours if opened westwards, while those in Rooms 3 and 5 move only eastwards. If Rooms 2 and 4 move eastwards, 3 and 5 move westwards. All doors automatically close after 5 minutes even if propped open. Tyynijalka marked the mechanisms of the doors from 3 and 5, and a character spots these marks by succeeding on a DC 10 Wisdom (Perception) check.

1. The Grand Stairs

These stairs are covered in fine gold particles. Twelve hours' work finds 1 gp. The barrels are all smashed and splintered. Each acts as a poison darts (275). After the second is checked, the DC checks fall by 3 for each subsequent trap triggered or spotted.

Between the first and second entry and the third and fourth entry is a black stone statue of a medium-sized kobold wearing a hooded cloak. Each cloak is a darkmantle (278) that drops on the last person who passes.

2 & 3. The Antechambers

These mirror-image rooms were Hauskakasvi's storage areas for wondrous items. Each held three small animated statues (animated armor; 276), shaped as half-dragon kobolds, but now only the eastern one works in each room.

Floor symbols activate *magic mouths* that describe former treasures. All eight wooden display stands are now kindling.

4 & 5. Lesser Ash Chambers

These rooms each contain a 3-ft. tall vat holding a green wyrmling's body coated in saltwort ash. A character who touches the body takes 1d4 acid damage at the start of each of its turns until it succeeds on a DC 10 Dexterity saving throw.

6a. The Hall Of Humility

At the end of the short corridor are stairs leading up into a larger room. Walking up the stairs trigger a "poison darts" trap. When Tyynijalka passed through he left a skull trap-marker (advantange on the check to locate the trap).

6b. Grand Ash Chamber

In the middle of the room is a vat with saltwort ashes and a wyrmling body. In each corner is an empty, wooden display table worth 50 gp. Along the wall behind the vat are four kobold statues. The face of each statue appears to be covered with an actual face. A successful DC 12 Wisdom (Perception) check reveals the faces were recently separated with acid from their original skulls. Starting with the southern statue, the faces are two bugbears, a ghoul, and a satyr. One of the bugbears has a pearl and feather ear stud, a successful DC 10 Intelligence (Nature) reveals the feather as an owl's, (worth 100 gp). Behind the satyr is a single pipe from a set of *pipes of the sewers*.

7 & 8. The Silent Passages

Tyynijalka also marked traps here. The first numbered squares do nothing. The central squares trigger a rolling sphere (275) down each long corridor. Each of the other squares conceals a 10-foot-deep hidden pit trap (275) and drops a portcullis blocking the nearest way into 6B. Each marker reduces the DC to spot the trap by 10. The northern corridor's eastern end holds a dropped sack containing an intact potion of healing.

9. The Cleansing Chamber

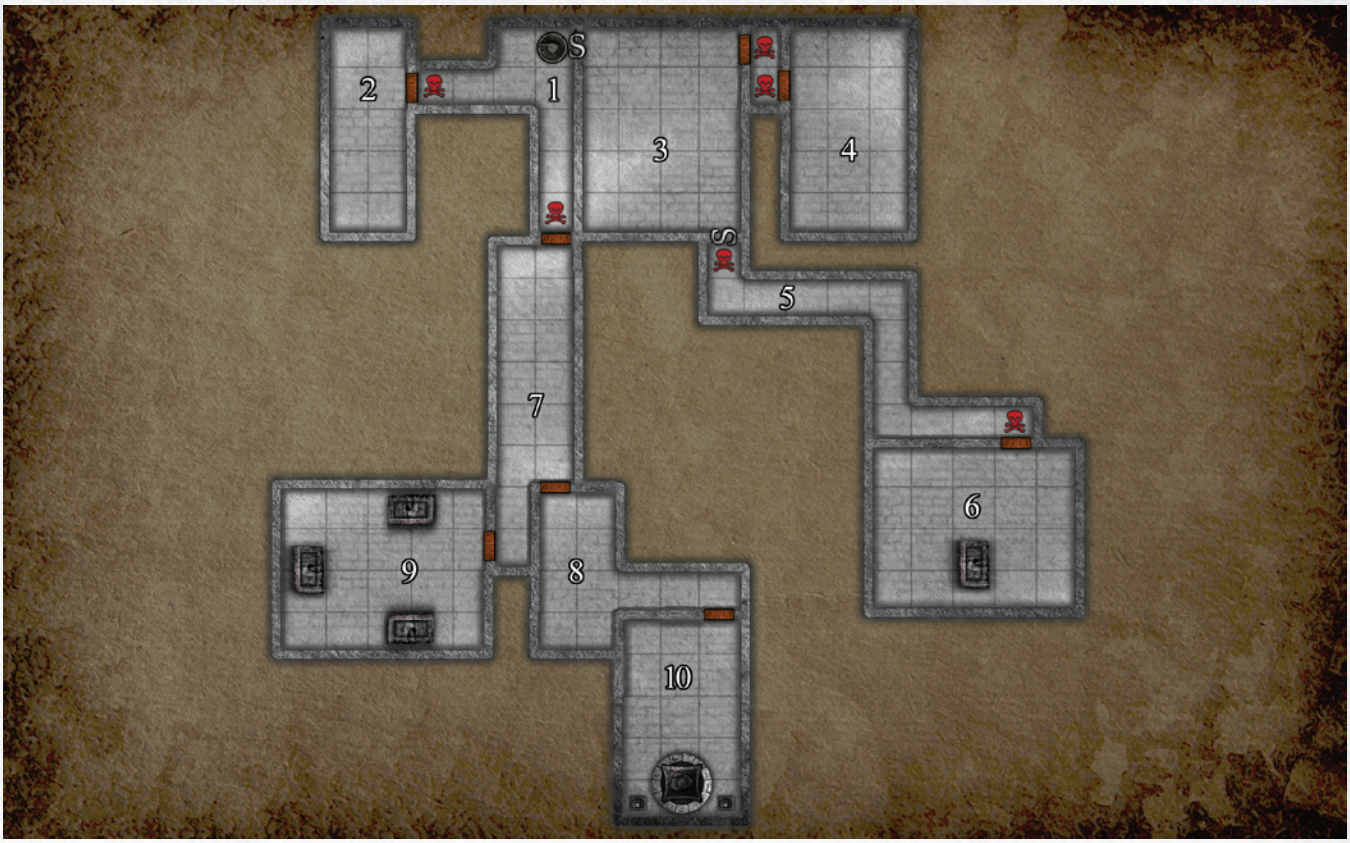
Pienilehti lives here. The acid vat is a cleansing bath, dealing 2 points of acid damage per round. The acid saved the black dragon wyrmling from Tyynijalka's magical alkali. So long as Pienilehti remains within the heptagram, he has the benefit of *stoneskin*. The four barrels hold treasure: 18 gp; a 50 gp silver ingot; 200 cp; *+1 dagger*; a set of jewelers' tools; *shield of missile attraction*; cracked, nonmagical pan pipes; and an emerald ring worth 75gp.

Pienilehti (black dragon wyrmling; 278) is mostly lawful with a streak of "selfish evil." It effectively protects Raakayras by removing chaotic and other evil creatures. Killing it will mean a rapid increase in the types of beasts and humanoids it dealt with regularly, putting the town at peril and in need of protection. Diplomacy and treasure gains the party its freedom.

If the party needs a more appropriate final challenge, make Pienilehti a very young dragon. Of course, the party still has to get OUT of the hidden lair. The return journey may be equally challenging.



Stephen Yeardley



The Dreamer's Shrine

Jonathan Ely

This complex is hidden away in a dark corner of the world, underneath a major seat of learning in or near a large city. A former burial chamber, the sanctity of this complex has been ravaged by a fledgling cult and their vile leader, who have been growing in strength over the past six months or so. The party may stumble across the shrine whilst looking for a missing individual, or hunting for a particular item. Lighting is provided throughout the complex by *continual flame* torches.

1. Entrance Hall

A set of circular stairs leads down into this small entrance chamber, with two doors visible as soon as the adventurers enter the area. Each door is guarded by a 10-foot-deep hidden pit trap (275), unless the mechanism is deactivated.

2. Priests' Chamber

A guarded room that was used by priests to prepare themselves before they undertook any service in this tomb, this chamber once held robes and garments, blessed unguents, and other trappings of their position. The containers and contents have long since crumbled to dust, while any valuables were looted by the cultists some time ago. Any holy scriptures have been desecrated and defiled. However, a DC 13 Wisdom (Perception) check identifies a flagstone on the floor that lifts to reveal a discrete alcove containing a *scroll of comprehend languages*, a key, and 34 tarnished silver coins within an oiled pouch.

3. Hall of Remembering

A space dedicated to the original occupants of this tomb, a number of frescoes adorn the walls of this room. If the adventurers take the time to review the wall paintings, they quickly establish that the area was

built for a well-regarded cleric-scholar named Thraxor, his wife, and heirs. An impressive door is visible in one corner of the chamber, and a successful DC 13 Wisdom (Perception) check quickly reveals that the lock has been tampered with, but not opened. A separate successful DC 15 Wisdom (Perception) check identifies a secret door in the chamber; depressing two hidden buttons on a panel allows the panel to shift and slide into the wall.

4. Offerings Chamber

A locked, good quality door requires a successful DC 13 Dexterity check with thieves' tools to unlock or a successful DC 15 Strength (Athletics) to break open prevents the party from entering this location. If bypassed, a small corridor contains a 10-foot-deep "hidden pit trap". There is a second door that is also locked and requires a successful DC 13 Dexterity check with thieves' tools to unlock or a successful DC 14 Strength (Athletics) check to break open. If found, the key from Chamber 2 opens both doors, but does not disarm the traps. Inside the room are a number of offerings for the deceased to take with them into the afterlife; all organic items have long since crumbled to dust, but there are coins and artwork (150 gp) still remaining (GM's discretion over the exact contents).

5. Hidden Corridor

This long, hidden corridor is protected by a "poison darts" that discharges as soon as anyone carelessly steps into the corridor. Otherwise this hall is featureless.

6. True Burial Chamber

This chamber is the true burial place of Thraxor, who lays interred inside a finely carved sarcophagus. Outraged by the foul actions of the cult within his tomb, Thraxor has awakened as a LN ghost (280), and demands that the party act for him to evict the evil as his powers are not yet at full strength.

7. Large Corridor

This long, broad corridor is manned by two thugs (286). If combat goes against them, one retreats to Area 8 then Area 10 in an attempt to warn the rest of the cult.

8. Antechamber

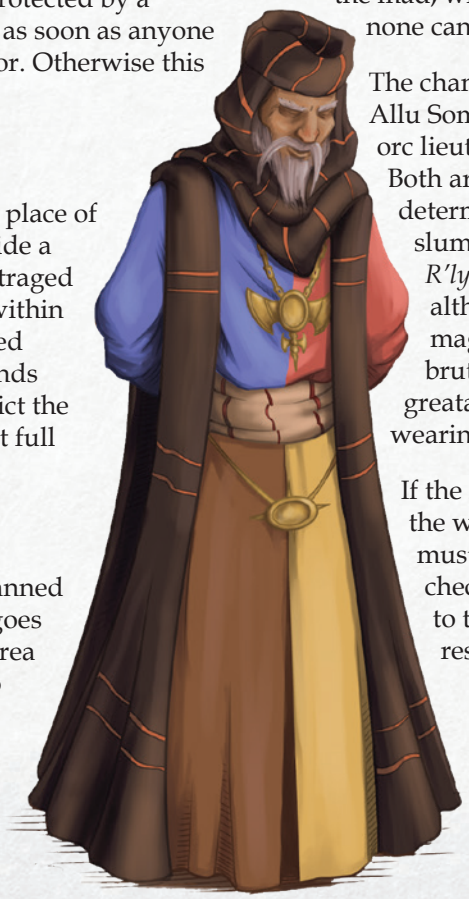
This simple antechamber contains eight cultists. As soon as they hear the sounds of combat, or are warned by their fellow initiate from Area 7, they join the fight.

9. Minor Burial Chamber

This large area is a minor burial chamber, designed for the interment of Thraxor's family. Its desecration is the reason he has risen as a ghost, but his power is insufficient to deal with the cultists. Everything of value has been looted from this chamber. After the cult is destroyed, if the remains of Thraxor's family are returned to the sarcophagi and their resting place receives a *bless* spell, then Thraxor gratefully returns to his sarcophagus, awarding the party experience for their act of piety.

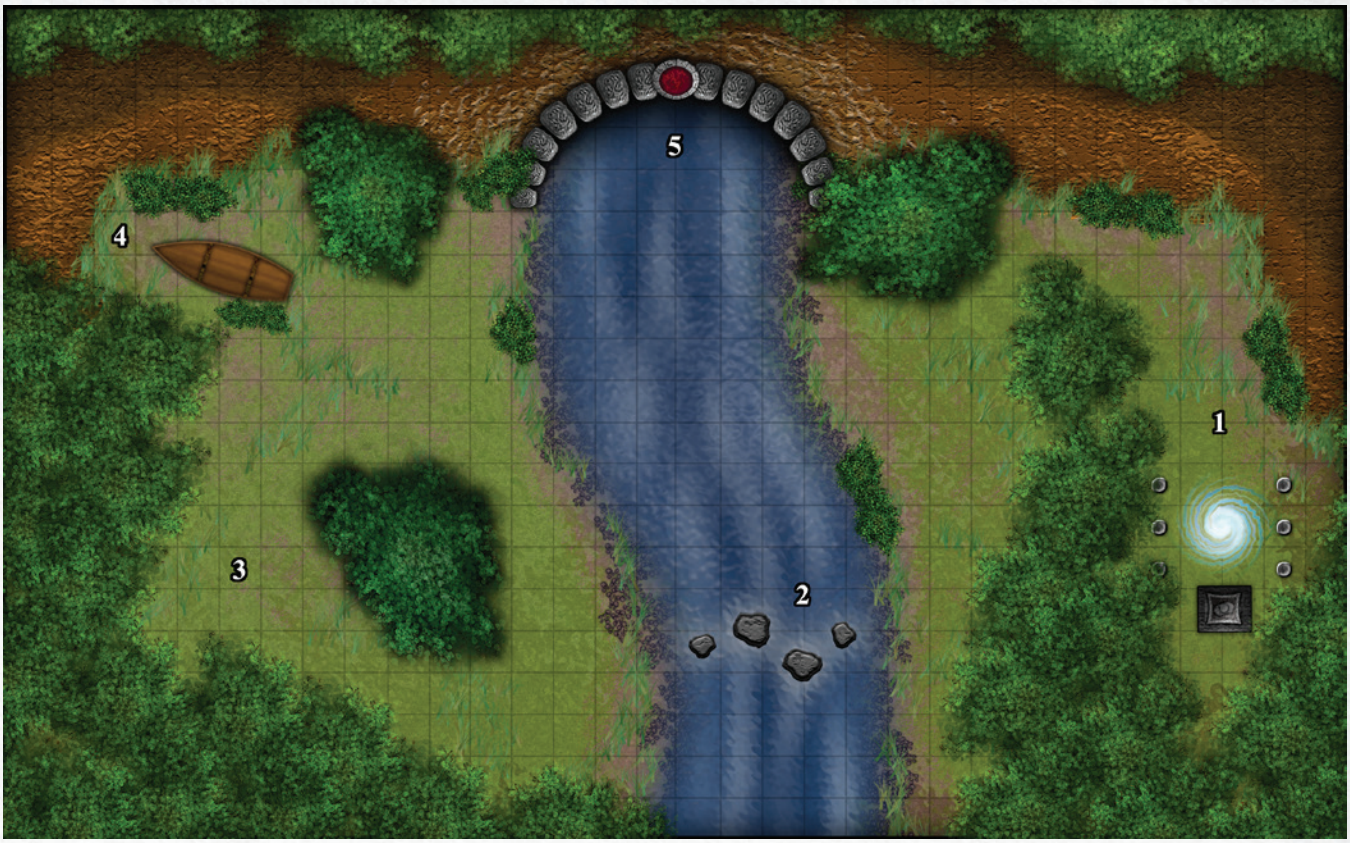
10. The Shrine of The Dreamer

This final chamber is filled with foul smelling smoke from several incense burners. The far end of the room is dominated by a large, vaguely humanoid statue, but with immense draconic wings and an octopus-shaped head. Beside it are two smaller statues; the first, a reptilian monster, is an aquatic lizard with a beard of tentacles and a sting-tipped tail, whilst the second is a skeletal human form wrapped within tattered yellow robes. The walls are smothered in the vile writings of the mad, written in blood and gore in a language that none can understand.



The chamber is occupied by the human cult leader, Allu Somniatus (cult fanatic; 277), and his half-orc lieutenant Lempu Machtatel (berserker; 276). Both are prophets of burgeoning power, and are determined to help awaken Cthulhu from his slumber. Allu wields a +1 mace (*The Hand of R'lyeh*) and wears black-tinted leather armor, although he prefers to rely on his greater magical skills when in combat. Lempu is more brutal and impulsive, and prefers to wield his greataxe (*Widowmaker*) in close combat whilst wearing his +1 hide armor (*Bokrug's Hide*, AC 14).

If the *scroll of comprehend languages* is used to read the writings within this chamber, the character must immediately succeed on a DC 20 Wisdom check or become chaotic evil and dedicated to the Great Old Ones. Only a *wish* spell can restore a character to their previous status.



The Broken River

Colin Stricklin

For centuries this dungeon lay beneath the surface of a broad, shallow lake, the headwaters of a meandering river. The river's source was no natural spring, however, but a set of *decanters of endless water*. Eons of unnatural erosion have finally done their work, and a sinkhole has recently formed beneath the river. As several decanters fell into the depths below, the once mighty torrent has dwindled. The lake receded into a mere stream, causing severe drought downriver. Worse, the sinkhole has opened the way for dangers more fearsome than drought. A massive network of underground passages now lies revealed, and the party must brave these depths if they are to recover the missing decanters and restore the broken river.

The Broken River in Your Campaign

Sometimes a campaign needs an excuse to get out of town and into the dungeon. *The Broken River* offers exactly this sort of stepping stone. A land beset by drought and a newly exposed subterranean world offer an excellent excuse to steer a party of bold explorers towards their first adventure. If your campaign features cavern exploration, invasions from underground races, or if you'd just like a convenient entry point to a larger dungeon complex, this adventure will suit your needs.

1. The Architect's Statue

This statue is badly eroded, but seems to depict a male tiefling. A successful DC 12 Intelligence check is enough to decipher the inscription on the base: *The archmage Barreus, who gave drink to a thirsty land.*

While it would take an impractical number of *decanters of endless water* to fill a river, Barreus knew such items could serve as anchor points for a planar portal. It was Barreus who first set five decanters into an arcane array, creating a gateway to the elemental plane of water. The archmage also designated a custodian to watch over his handiwork.

Before the statue is a puddle, and staring out of the puddle is the water elemental (286) Limu. An ally of Barreus, Limu has served as guardian of the portal since it was first built. Charged with keeping lesser elementals from wandering into the material plane,

Limu was also tasked with contacting Barreus should any mishap befall his river. Unfortunately Barreus is long dead, and the statue's *sending* spell is now spent and useless. While Limu can explain the situation in full to the party (his puddle is a sort of two-way scrying pool), the elemental only knows Aquan.

2. Broken Fixtures

Pieces of the broken array have tumbled down to this spot, and now act as stepping stones across the river. A successful DC 10 Wisdom (Perception) check reveals that the stonework is unnatural, but it takes a successful DC 17 Wisdom (Perception) check to notice the blue glow beneath the surface.

Although the force of the collapse dislodged a number of decanters, the magic that held them in place is still active. The water is only 5 feet deep here, but creatures pinned beneath the surface are still in danger of drowning.

3. They Came from Below

A pair of giant toads (286) have climbed up through the sinkhole, drawn by the smell of rotting fish left flopping in the shrunken lake. They lurk among the mud and water plants in this waiting to ambush any creature that wanders into their wallow, enjoying advantage on Dexterity (Stealth) checks thanks to their coating of river mud. Being subterranean creatures unused to life on the surface, they also suffer the dazzled condition during daylight hours.

4. Glad Bounty

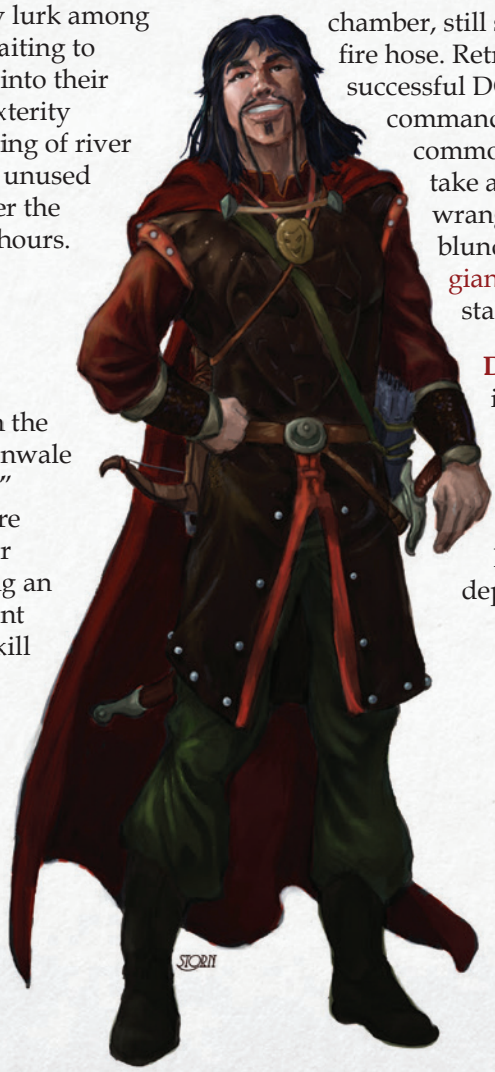
Among the dying water shrubs is a beached fishing boat, its 50-foot mooring line now lying uselessly in the mud. Peeling white paint on the gunwale spells out the words "Glad Bounty." A pair of oars and some torn nets are stuffed beneath the seats, and under these is a rusty tackle box containing an assortment of lures. These tools grant advantage on Wisdom (Survival) skill checks made while fishing.

5. The Ruined Array

Fifty feet past the tunnel entrance are the remains of the broken array. This vertical stone disc is fractured, and now holds only three *decanters of endless water*. It is impossible to say how many it ought to hold without closer inspection. Although the portal to the elemental plane of water is closed, the remaining decanters still function at a level beyond even their geyser setting. Whether the adventurers row or swim through the 10-foot deep water, they must deal with the decanters' damaging effects and succeed at a DC 12 Strength check to approach the ruined array.

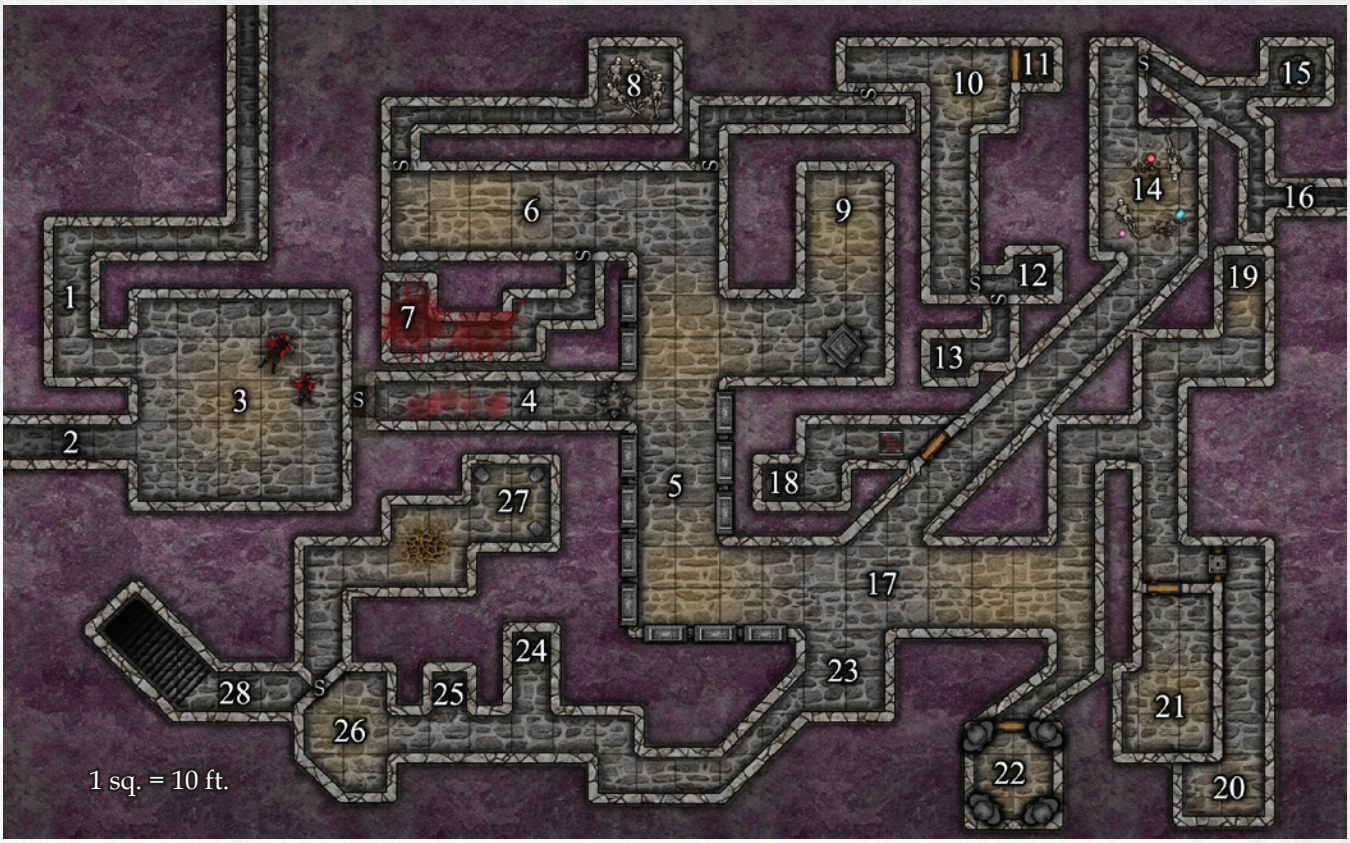
Sinkhole: Characters who manage to shoulder past the gushing decanters may have only a brief chance to glimpse the broken array. This glimpse tells them that 1) there are two decanters missing and 2) the torrent blocked an enormous sinkhole from view. Characters must succeed at a DC 16 Dexterity or Dexterity (Acrobatics) saving throw or fall in, taking 2d4 bludgeoning damage as they plummet 40 feet into an underground lake.

Underground Lake: One of the missing decanters skitters about the ceiling of this 100-foot oblong chamber, still streaming like an out-of-control fire hose. Retrieving the decanter requires a successful DC 15 Strength (Athletics) check. The command word ("decravay") is etched in common on the base. If the adventurers take an inordinate amount of time to wrangle the unruly decanter, their blundering may agitate a colony of five giant bats (280) roosting among the stalactites.



Development: The fifth decanter is still missing. Whether a set of monstrous tracks leads down a side passage or a deserted camp hints that rival adventurers may have already taken it, the adventure leads further down into unknown depths.

Colin Stricklin



The Forgotten Dungeon

Justin Andrew Mason, Jonathan G. Nelson, & Stephen Yeardley

As the adventurers enter the crypt, they hear cries and glimpse something being dragged away into the shadows. There's not enough time to see what it was, but calls for help echo off the walls. It's difficult to discern from which direction they came. Whichever route the adventurers enter by there's evidence of recent activity in the other entry, a warm torch stub and a flask that held a *potion of resistance*.

1. A narrow winding path from under a mostly damaged altar in a long-deserted church leads here. A successful DC 16 Wisdom (Perception) check reveals that over time, many more creatures have walked to the crypt than from it.

2. This path slowly descends from a trapdoor in a cellar beneath the chapel of a mansion reclaimed by a cedar forest. Although a worked passage, it's gradually returning to a dark version of nature as twisted roots break in.

3. Bodies of an elf (cleric) and a dwarf (ranger) are here. The elf has standard gear plus a *potion of climbing*. The dwarf has a scroll tube with a water-damaged map and a bone key made from an index finger (as a *chime of opening* [4 charges], but only in crypts or similar). A 9-foot bloody smear goes from the floor to roughly two feet beneath the ceiling, where a secret door is set, requiring a successful DC 15 Wisdom (Perception) check to find.

4. There's clear evidence at least one body was dragged along this corridor. Each 10-foot section of wall has a dark image of a humanoid on it. 50 feet along the corridor is a *symbol*, requiring a successful Wisdom (Perception) check to find, that triggers a spell similar to *conjure minor elementals* and brings 8 shadow creature "zombies" (page 287; 2 hp each). A successful DC 12 Dexterity check avoids it.

5. A character who succeeds on a DC 15 Wisdom (Perception) check sees at least one body was dragged westwards. This corridor has 12 ossuary nooks in the walls, each 1-foot square and 5 feet deep. Six each hold a skeleton (285), three just bones, two each hide a giant rat (284), and one giant fire beetle (280) that fights for two rounds then flees towards the northern concealed door in Area 6. All skulls are set with fake gems worth 20 cp. One skeleton wears a *ring of jumping*; it leaps into attacks.

6. A minotaur skeleton (285) patrols this corridor. It's coated in a waxy lacquer that acts as *protection from energy* (fire) once the outer shell is damaged. A character who succeeds on a DC 15 Wisdom (Perception) check finds each concealed door. A successful DC 15 Intelligence (Investigation) check finds at least one body was dragged towards the northeastern door, but unless the door is found, it looks like the trail ends here.

7. Every surface of this small room is thick with clotted blood. The corpse of a gnome sorcerer hangs from the ceiling by his ankles. Misshapen footprints go to and from the body. The potions, acid, and scroll, attached to his belt, dangle near his face. All else has gone. Once an ally of the quasit (Area 18), the fiend betrayed him to the ghouls after arguing over gold.

8. The passage to this room is crumbling and preternaturally cold. The 15 feet of corridor before the chamber is a fire-breathing statue (275) trap that deals cold damage. The trigger is the doorway, which responds to positive lifeforce. The chamber holds a huge pile of bones, 10 feet in diameter and 8 feet high. Many are fused together to construct a rug of smothering (284) that grabs and constricts opponents.

9. An altar sits at the passage end. Once part of a ritual to help the dead to the afterlife, now it has more sinister purposes. A cloying odor comes from it. Embedded point-down in the top are two daggers. One delivers liquids; it has a very mild paralysis antidote in it, strong enough to let a victim open his eyelids, but otherwise not move. The second is a decorated blade. A body festers within the altar, rotting in preparation for an upcoming feast.

10. When the adventurers enter, they hear the sound of creatures retreating in various directions. Before them, his glaive thrust ahead and a silent battle cry on his lips, is Mayton, a paralyzed bandit captain (276). Three ghouls (280) reappear if they think they can get the upper hand. If the adventurers have rescued any one of Gwelldar (12), Jhohanna (13), Mayton, or Beartrix (19), the ghouls are fully fit. If not, they're at two-thirds hp.

11. This small room holds a locked chest, requiring a successful DC 14 Dexterity check using Thieves' Tools check to open, made of decomposing gray wood. "Xagyg Dna Nosenra Evil" is inscribed on the lid. A bottle of green ink, a fresh quill, and a bound book of blank parchment (the cover of which states "Gnihtyna Si Elbissop, Wollof Ruoy Smaerd") are inside it. If all three items are used to write a title, the words become moving pictures that act it out for about 3 seconds. If someone writes down a genuine dream or ambition, holds the book, and makes a successful DC 20 Charisma (Persuasion) check, it acts as a *find the path* spell until it is achieved. The green ink turns an increasingly bright yellow as the person gets closer to, and becomes an ever paler blue if they get further from, the dream. This happens once per creature.

12. When something living find the secret door to this room, a glowing riddle appears on the wall to its left: *Sisters and brothers stand next to each other, their bodies in line, 'though they've only one spine. I am the whispering tongue between two; I part them and grant their wisdom to you. What am I?*

Answer: A bookmark (between pages). Speaking the riddle's answer aloud opens the secret door. Beyond, the adventurers find an old gnome, bound and gagged. If freed, he may help them on their journey (Gwelldar, cult fanatic; 277).

13. An unconscious, paralyzed human is lying on the floor—Jhohanna, a knight (282) who is the region's heir apparent. She's stable at 0 hp. If roused in any kind of physical manner, she immediately starts to lose blood and hit points again.

14. A hybrid rust monster stands guard here. It's lost its ability to scent metals after living near the ghouls for so long. However, some years ago, each ate two dozen sling bullets enchanted with *shocking grasp* and has been magnetic ever since (see below). Now, once-great weapons and armor are piles of dust, while bones lay strewn about the room.

> **Magnetic:** On eating at least 10 pounds of metal with *shocking grasp*, an entity is surrounded by a magnetic aura that lets it attract metallic objects and creatures. On its turn, as a standard action, it makes a combat maneuver check against all metallic creatures, all creatures wearing metal armor, and all creatures wielding metal weapons within 30 feet. If this check is successful against a metal or armored creature, that creature is pulled 10 feet closer to the entity and cannot move away from the entity for 1 round. If this causes the creature to move into a square occupied by the entity, the entity can attempt an opportunity attack as a bonus action. If the attack is successful against a creature wielding a metal weapon, that weapon is disarmed and pulled 10 feet closer. Unattended metal objects of size Large or smaller move toward an entity automatically. This magnetism is magical in nature and affects all metal objects.

15. An old well is located here. Once filled with drinkable water, it is now contaminated with a foul sludge which, if consumed, causes vomiting and diarrhea (a character who consumes the water must succeed on a DC 14 Constitution saving throw or be poisoned for 1d4 days). Within the sludge is a skeleton wearing a ring of protection and clutching *Valgyre*, a *+1 shortsword* that sheds light like a torch when drawn."

16. This narrow route rises gently for about 500 feet before ending in a ladder up a hole on an islet in a swamp. Halfway along, faint muddy footprints appear coming down the corridor, getting more distinct further up the path.

17. This great corridor's murals show ranks of humanoids repelling an undead horde before a robed man appears and gives it the strength to overcome the living. No suitable skill check recalls these events.

18. A spell-casting quasit (276) lives here, surviving thanks to *invisibility*. On the door, the phrase, "Knock, knock, knock" is written in Common, Elven, Halfling, and (incongruously for a crypt) Abyssal. If the adventurers ignore this instruction, opening the door sets off a spiked pit trap (275) that triggers once three differently weighted creatures have stepped on it. If they do knock three times, the trap is disarmed. When they open the door, a four-armed skeleton (*major image*) is standing inside offering four torches to them (*dancing lights*). If the adventurers "take" the torches, they actually float just ahead of them.

On turning the corner, the adventurers see a pristine skeleton carefully laid on a table. The invisible quasit lifts the wafer-thin, gold-colored skull slowly and makes it talk (*prestidigitation*). If the adventurers attack, "the skull" casts *color spray* and the quasit throws a *shillelagh* (made from a human thigh bone. He has another at his waist). The skull falls to the ground with a ghostly laugh (*minor illusion*). If the adventurers talk with the skull, it offers a magical club in exchange for gold. The quasit picks up a thigh bone from the table, casts *shillelagh* on it, and moves it slowly (*mage hand*) toward a potential user. Tests show it's magical, but this soon fades when the adventurers leave the room. If the party discovers the quasit is here, he uses his tricks to flee. His treasure, 800 gp of funereal gold, is in a pot under a slab in the northwest corner; a character can find it by succeeding on a DC 14 Intelligence (Investigation) check. Returning adventurers find the area empty.

19. Three swarms of bats (285) roost here. They usually follow the three ghouls around, but are currently digesting a meal, and react last in any fight. The unconscious remains of their food is on the floor: Beartrix (priest; 284).

20. The door to this is locked and requires a successful DC 12 Dexterity check with thieves' tools) to unlock. Unless it is held open (DC 14 Strength check) it closes and re-locks. In the center of the room are 16 weapons (8 medium, 8 small, GM's choice). They are a weight on a floating floor that affects the lock. For each medium (or two small) weapon(s) taken from the pile, the DC to open the lock increases by 1. If new weapons are placed there, the DC decreases similarly. The corridor's floor doesn't affect the lock.



Explore this dungeon with these ready-made heroes from legendary fantasy artist Larry Elmore. See page 274 for statblocks.

21. Three orcish acolyte (276) undead-worshippers are gambling with multi-sided dice in this room. As the adventurers enter they raise weapons, yell out "Sevil Xagyg!" and charge the party. After slaying the orcs, the adventurers discover eight multi-sided dice, a rat's tail, burnt porridge in a broken bowl, some dry white bread, and four greasy fried ducks.

22. The following words are branded into the outside of the wooden door to this room: *Blessed be those who have the nous, to gather the meaning behind each rose. Blessed be those who have the mettle, to sample the worth of every petal. Blessed be those, who found themselves born, to endure the wound of every thorn. For they will gain sweet bless'd relief, when clear about most every leaf.*

Statue Color	Color Meaning
Yellow	delight, friendship, gladness, joy, welcoming, remembrance
Red	beauty, congratulations, courage, love respect, passion
White	innocence, purity, reverence, secrecy, silence
Peach	humility, modesty

Four statues (warrior, rogue, wizard, priest) stand in this room. At the foot of each is a rose: NW (yellow), NE (red), SW (white), SE (peach). If each statue is visited and any inkling of the meaning behind each rose's color spoken aloud the entire party will be restored: healed to max hp, all spells replenished, ailments or disease removed, all will feel as if they have experienced a full night's rest and no food or drink will be needed for 24 hours following.

23. Looking southward, each 5-foot-square flagstone here is engraved with a letter as follows. 1st row: N, U, D, F; 2nd: D, E, A, O; 3rd: T, R, E, R; 4th: I, N, T, E. The first two vertically aligned flagstones in the corridor leading from the room are also engraved with a Y (upper) and B (lower). Over the room entrance, a painted fresco asks, "*If allowed to rest in perpetual peace, what are our more busy bodies?*"

Answer: "Undead for eternity". The path to take as follows (row, letter): 1U, 1N, 2D, 2E, 2A, 1D, 1F, 2O, 3R, 4E, 4T, 3E, 3R, 4N, 4I, 3T, Corridor Y. Stepping on any square incorrectly triggers a spiked pit trap (275).

24. An illusionary wall covers this deep alcove; a character who succeeds on a DC 14 Wisdom saving throw determines that the wall is an illusion. Only the first 10 feet is visible, then a wraith (287) (formerly a troll "acolyte") is held in place where the walls meet the ceiling and floor by a type of incorporeal *dimensional shackle*. The wraith can't attack, but anyone walking through it suffers life drain as listed. It lost a contest with a "rakshasa" long ago, and must endure this penance for 1313 years. It retains a warped ability to regenerate [it regains 10 hit points at the start of its turn. If the wraith takes force damage, this trait doesn't function at the start of the wraith's next turn. The wraith dies only if it starts its turn with 0 hit points and doesn't regenerate].

At the end of the alcove is a small spring flowing into a copper bowl that drains away into the floor. The water is icy cold, but refreshing, and drinking a pint restores 1 hit point. A creature can benefit from no more than 2 pints in an hour and no more than 8 pints in any one day, unless the creature is undead, in which case the limits are 8 and 32 pints. A non-evil creature is poisoned for 30 minutes per pint they drink.

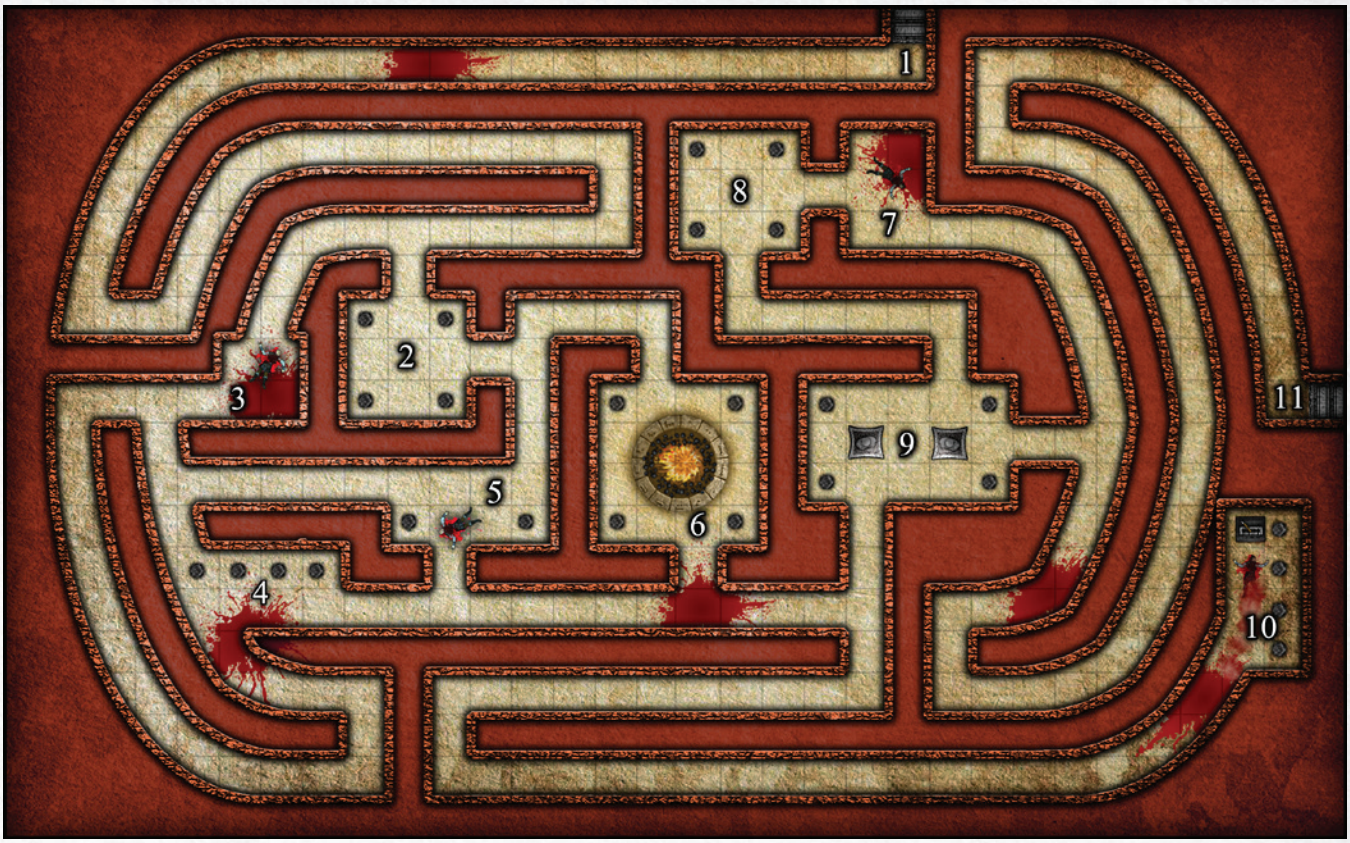
25. The walls here depict dozens of lacedons feasting on drowning creatures. Each undead has a pungent navy blue secretion slowly dribbling from its mouth. A scrawl on the back wall in Orcish reads: "Who knows where foes will close with blows? Lack care? Your heir will ne'er breathe air!"

Each secretion provides enough material to act as a *potion of water breathing* for up to 10 minutes. This time can be split in individual minutes. However, it also render users unable to breathe air. Even a sample of the slime leaves the taster gasping for air for a round unless they are underwater.

26. This area houses a horrific construct. It behaves exactly like a ghast (280), but made to look more like a centipede with a fanged orc skull that delivers the paralyzing attack, the rest of the creature is made of a line of skeletons from which the heads have been removed, the top of each spine fused to the coccyx of the frame in front, and then the arms and legs sawn off at the elbows and knees, on which it moves. The "secret door," requiring a successful DC 13 Wisdom (Perception) check to find, turns the wall clockwise to reveal the path to Area 28, or counterclockwise, requiring a successful DC 15 Wisdom (Perception) check to find, to expose the corridor to Area 27.

27. There are two 20-foot-by-20-foot chambers here. The first is entirely full of damp, mold-infested clothes that impart sewer plague to anyone who touches them. Beyond this, the second room has a pedestal in each corner with totems to a mortuary deity (diadem, scepter, orb). Each is worth 250 gp but acts as *bestow curse* (DC 12 Wisdom saving throw to resist; crown=disadvantage on Str; scepter=disadvantage on attacks; orb=waste actions) when within 200 feet of undead. In addition, over a period of six months, the bearer's expressions and attitude become as those of an undead creature of equivalent level.

28. Stairs descend into stygian gloom. The gurgle and smell of dank water reaches the adventurers' nostrils. Where the stairs meet a sluggish underground stream, a ravenously hungry black pudding (276) hunts. Little passes this way.



Maze of the Skullkeeper

Justin Andrew Mason

The adventurers have been captured! Rendered unconscious at the tavern by poisoned drinks by a bounty hunter for the maniac crime-lord known as the Renown Grand High Lord Xu Tannak of Shattered Rock, Bearer of the Sacred Flame and Keeper of the Bull.

Unbeknownst to the adventurers, one of their recent outings interfered with a smuggling outfit operated by Xu's men, and for retribution he has ordered them to be tossed into his undefeated gauntlet—his favorite method of getting rid of unwanted pests.

The adventurers awaken as the entrance gate to the maze is being closed behind them.

The maze has been carved into the stone of a natural megalith. The twisting tunnels are inhabited by Xu's loyal minotaur (283), named the Skullkeeper for the creature's penchant of displaying as trophies the heads of its prey.

There is single entrance and a single exit; both blocked by thick iron gates. The exit can be opened only by a lever hidden deep in the maze.

Xu observes the maze runners through the Skullkeeper's eyes via a magical helm it wears which "broadcasts" the carnage to a large crystal ball located in the crime-lord's throne room just outside the exit where he is accompanied by a dozen of his top commanders.

GM Note: Xu and his commanders are moderate-to-high level NPCs; far too difficult for the adventurers to overtake currently. This adventure would be a great opportunity to plant a seed of disdain for a later encounter against the villain.

Groups of three participants are forced into the maze in ten minute intervals. Maze runners are stripped of everything except a loincloth, a lit torch, and a rusty short sword.

There can be as many as 30 maze runners at one time. There can be only one group to survive the maze. Only the survivors from the first group to escape the maze are granted freedom. Each maze runner has been branded upon the wrist with a sigil representing their team.

To survive the maze victims must pull the lever (Area 10) to the right before making their way to the exit while avoiding the Skullkeeper and other desperate maze runners.

If the minotaur is encountered, it will immediately attack unless it is offered the freshly severed head of another maze runner. In return for the head, the current group can pass further into the maze unharmed (until the next encounter). These rules are explained to all participants as they are being tossed into the maze.

Should there ever be victors in the challenge, Xu will honor the rules and release them unharmed with their gear, but warns them to never return to his territory again upon pain of death.

In addition to the eleven designated areas within the maze, every time a group of adventurers encounters a 90-degree turn it triggers a random event. See the Random Maze Event table.

Random Maze Events

1d6	Event
1	A thunderous inhuman roar echoes throughout the maze.
2	Random trap, one instance per area only; Atk +3 to +5, 1d10 dmg, save DC 10-11
3	Encounter with hostile party of 1-3 NPCs*
4	Encounter with friendly party of 1-3 NPCs*
5	Fearful and agonizing screams echo throughout the maze.
6	Encounter with the Skullkeeper (minotaur; 283)

* NPCs may be randomly generated but should be levels 1-3. Or you may choose three thugs (286), armed only with short swords. A hostile party works together to attack the adventurers in hopes of capturing their heads as tokens for the Skullkeeper. Friendly parties are more willing to try to work together, though they will ultimately look out for themselves.

1. Maze Entrance

An iron gate blocks the entrance to the maze. Through a small slit window with bars several of Xu's mercenary guards taunt the adventurers, spitting at them and regaling them with tales of their impending doom.

2. The Room of Pillars

There are four 3-foot-tall pillars in this room. Each boasts a finely-crafted greatsword that has been buried within the stone. If the adventurers spend longer than one minute in this room, they encounter the Skullkeeper (minotaur; 283).

3. Evidence of Escape

The headless body of a dead man lies in a pool of fresh blood. The ragged tear and missing spinal column hint that it was likely the work of the Skullkeeper.

4. Hoof Prints in Blood

There is blood everywhere, but not a corpse in sight. Bloody hoof prints lead eastward further into the maze.

5. A Head of the Rest

A headless corpse of a woman lies here. The relatively clean cut suggests that her head was removed by another maze runner.

6. The Fire Pit

The floor here is slick with fresh blood as the maze opens into a large room with a 15-ft. deep fire pit. The flame burns white hot and is obviously magical. The floor is laden with dozens of skulls, flesh dried tight around the bone. The flame deals 2d6 fire damage per round of exposure to any creature caught inside of it. However, it also offers a magical boon: when the blade of any masterwork bladed weapon is put into the fire then removed, that weapon gains the Flame Tongue special ability for 1d4 hours.

7. Cornered

A horribly gored corpse is crumpled in the corner. It's hard to tell if its head was removed… or crushed.

8. The Pillar Room

There are four 3-foot-tall pillars in this room, one of which bears the image of a finely-crafted greatsword within the stone.

9. Xu in Stone

Two stone statues stand tall in this room. One depicts Xu himself, the other a mysterious and unknown voluptuous woman.

10. Leveraging an Exit

A smeared trail of blood leads to a corpse of a young man. His lifeless arm is outstretched less than a meter away from a large iron lever. Unless somehow clearly indicated, once the lever is pulled there is a 10% chance that it will be pulled again by another unwitting maze runner, thus shutting the exit again.

11. Maze Exit

When the lever is pulled eastward in Area 10, the massive iron gate lifts providing access to the maze exit.

Justin Andrew Mason



The Army Surgeons

Stephen Yeardley

Leikata (LN cleric 5) and Ommella (LE cleric 5) Ruumis were front-line military clerics, but they found it pointless. Now they work for the government, releasing zombies into the Haunted Forest[1] to help with destabilizing the region.

Hooks

1. Haunted Forest fey ask the party to investigate where invading zombies are coming from.

2. The Ruumis brothers have disappeared, and the adventurers are charged with finding them. (The Ruumis often deal with unexpected undead, but they haven't left their shop for three days.)

The Ruumis' shop sells tools to "counter" undead as a front for the activities that happen below it. Beneath a secret trapdoor is their workshop, where their latest accidental creations are stored; zombies are trapped in the cellar.

Three days ago, the Ruumis brothers thought they were animating two large orcs, but the bodies were actually smallish ogres. When the brothers finished their spells, the creatures awakened in undeath, but this exceeded the brothers' ability to control them. Leikata had the sickle sundered from him, was knocked unconscious, and almost killed (stabilizing at 0 hit points). Ommella had his throat crushed, but survived. He dragged Leikata to safety in their hidden cell, (losing his unholy symbol on the way), and then passed out.

[1] Check out the *Snow White* campaign setting book from AAW games for details.

Ground Floor

The front door is locked and requires a successful DC 18 Dexterity check with thieves' tools or DC 20 Strength check to open. The shop is 40 feet by 40 feet, and the north, east, and south walls house tables that hold two or three low-cost items. The counter has a way through at the western end, and there are five locked cupboards behind it, which can be opened with successful DC 12 Dexterity check with thieves' tools or DC 15 Strength check, each with one or two higher value goods.

Place these items as desired in the cupboards.

Common Items: *potion of climbing, potion of healing, spell scroll (1st level), spell scroll (cantrip).*

Uncommon Items: *dust of disappearance, dust of sneezing and choking, figurine of wondrous power (silver raven), hat of disguise, +1 padded armor.*

Four zombies (287) are under the counter. A character who succeeds at a DC 14 Wisdom (Perception) check finds the secret door at the back of a cupboard. It is closed but unlocked, and it leads to stairs.

Basement

At the bottom of the stairs a secret door that requires a DC 15 Wisdom (Perception) check to locate leads to a 30-foot-by-35-foot basement that holds six embalming vats. Each contains a "zombie", partially prepared for release into the Haunted Forest. The liquid allows someone to create zombies using *animate dead* at 1 level higher if employed within 2 rounds. Four "zombies" lurk in the darkness.

In the middle of the west wall, a disguised compartment hides a locked coffer that needs a successful DC 13 Wisdom (Perception) check to spot then a successful DC 15 Dexterity check with thieves' tools to unlock. Inside are 25 black onyx gems worth 25 gp each.

At the far end of the path is a now-jammed secret trapdoor to the cellar that needs a successful DC 15 Wisdom (Perception) check to spot and a DC 17 Strength check to open.

Cellar

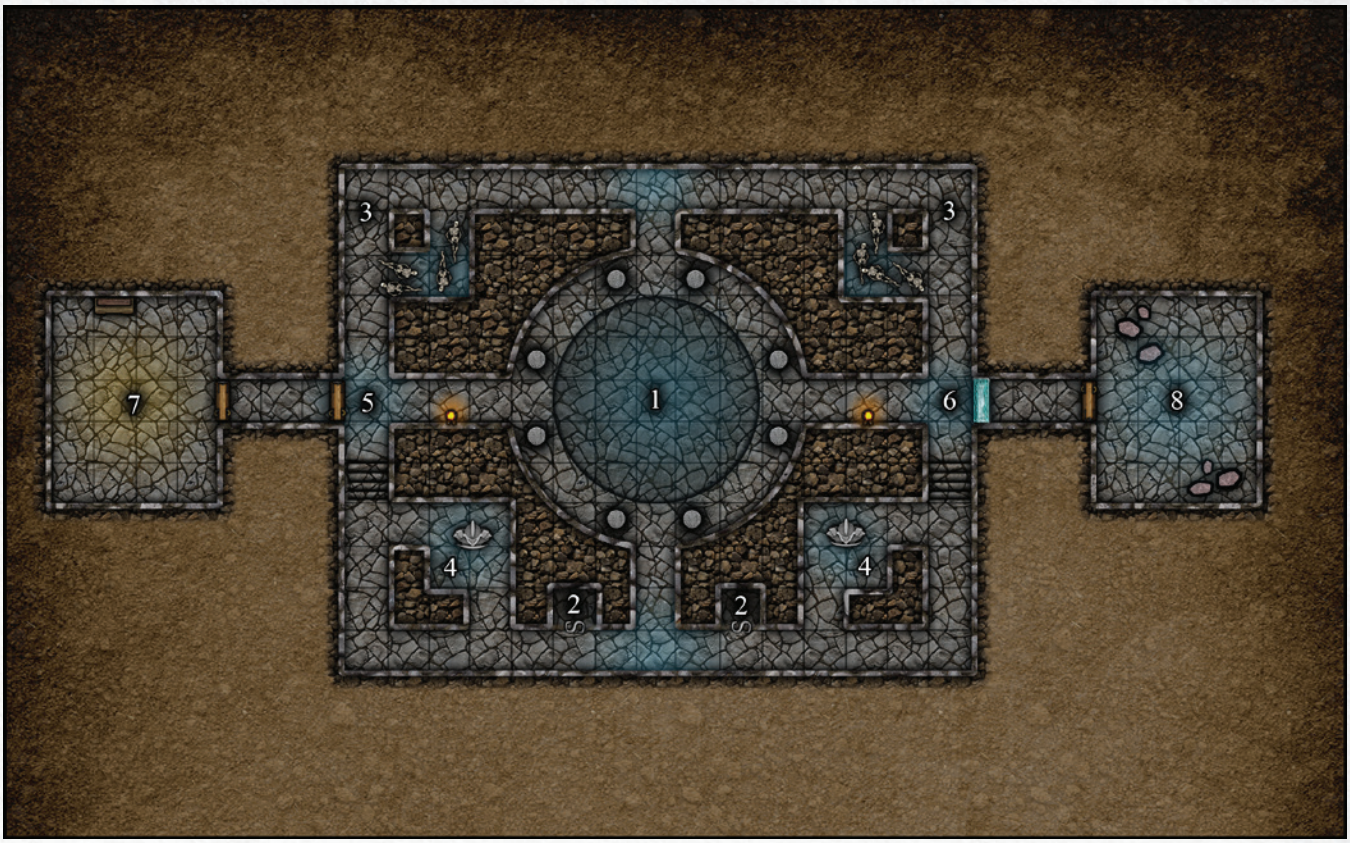
Under the trapdoor is a ladder down to a 20-foot-by- 20-foot cellar. There is a broken unholy symbol on the floor. A path winds its way around six cells. Pipes lead into each cell from the vats above. A and B are empty, and C has four halfling corpses hanging from the ceiling in harnesses. The path furthest from the trapdoor is caked with blood and chunks of half-digested gore. A +1 mace is at the entrance to cell D, which contains a partially eaten halfling-sized body.

Cells E and F have the ogre zombies (287) in them, crammed in as the only instruction they follow. These large creatures fight at a moment's notice, including attacking their creators, but they are hampered in the confined space (disadvantage on attack rolls and Dexterity saving throws; attack rolls against ogres have advantage).



The wall at the end of the pathway has an unlocked secret door in it located with a successful DC 15 Wisdom (Perception) check. Beyond, a 5-foot-square space has a trail of blood going to the north wall, and there is a bent-and-cracked unholy symbol on the floor. There is another secret door in the north wall where the blood trail ends requiring only a successful DC 12 Wisdom (Perception) check to notice. A successful DC 15 Dexterity check with thieves' tools will unlock the door or a DC 18 Strength check will force it open. Beyond are the two clerics, both unconscious but stable. The party will need to decide what to do with them as they provide an essential service in controlling low-level undead for the town.

Stephen Yeardley



Buried Council Chambers

Jonathan G. Nelson

1. Domed Chamber

This beautiful domed room is lavishly painted, depicting scantily clad and naked humans floating in the clouds as if they are gods. These are actually the lifetime-elected politicians who previously ran the city (now buried underground) who over time came to think of themselves as more than mere citizens of the community. There are eight such people depicted and eight pillars in the room lined up with each piece of art. Each pillar has a name carved into it (clockwise starting with NE pillar): Devillium Thornston, Sanli Toublan, Jerei Gunstai, Talia Strongbow, Manchalan Gren, Zoolsteen, Balantor Thirdhouse, Harnth Bavornia. If a pillar is touched a magic mouth appears and asks a riddle.

Riddles

Ripped from my mother's womb, Beaten and burned, I become a blood-thirsty slayer. (Iron Ore)

Thirty white horses on a red hill, First they champ, Then they stamp, Then they stand still. (Teeth)

One tooth to bite, he's the forests foe. One tooth to fight, as all Norse know. (Axe)

The root tops the trunk on this backward thing, that grows in the winter and dies in the spring. (Icicle)

A part of heaven, Though it touches the earth. Some say it's valuable, Others – no worth. (Rainbow)

This darksome burn, horseback brown, His rollock highroad roaring down, In coop and in comb the fleece of his foam, Flutes and low to the body falls home. (Ale/Beer)

A box without hinges, key, or lid, Yet golden treasure inside is hid. (Egg/Orange)

Alive without breath, As cold as death; Never thirsty, ever drinking, All in mail never clinking. (Fish)

If a character answers a riddle correctly, roll 1d8 on the potion table.

The resulting potion(s) are magically generated in both secret rooms (marked 2 on the map). Each riddle can only be answered once regardless of whether the answer is correct or not.

2. Secret Rooms

These hidden rooms are detected with a successful DC 17 Wisdom (Perception) check or found with a successful DC 14 Intelligence (Investigation) check if the hallway is actively searched. Each room contains a wide array of outdoor clothing such as cloaks, capes, hats, gloves, and boots. One of the chambers has a pair of *boots of elvenkind* which blend in with the other mundane items. Depending upon the number of riddles answered in Room 1, various magic potions can be found in these rooms on shelves built into the back wall, partially hidden by the cloaks and other apparel with a successful DC 15 Intelligence (Investigation) check.

3. Corners in the Hallway

Each corner holds the remains of the people that once worked in this building, those that took refuge here during a traumatic event that inevitably killed them (asphyxiation). As the adventurers approach, 2d4+2 of the corpses rise up as ghouls (280) to attack them. Each of the bodies has 1d4 gp, 2d4 sp, and 4d4+4 cp, but a successful DC 14 Intelligence (Investigation) check reveals a A *pink rhomboid ioun stone* buried under the bodies in the eastern corridor.

4. Guard Posts

These former minotaur guardsmen have since risen as two minotaur skeletons (285)—one wielding a *+1 spear*—and wait in this room until the adventurers either discover them or make a loud noise elsewhere in the building. In the latter case the undead march through the dungeon searching for the party.

5. Fire Door

This door has a riddle etched into the wood:

Potion Table

1d8	Potion
1	*Potion of Healing (2d4 + 2)*
2	*Potion of Heroism*
3	*Oil of Sharpness*
4	*Potion of Climbing*
5	*Potion of Flying*
6	*Potion of Growth*
7	*Potion of Invisibility*
8	*Potion of Giant Strength (Hill giant, Strength 21)*



No legs have I to dance, No lungs have I to breathe, No life have I to live or die And yet I do all three. What am I?

The answer is simple (fire), but a flame must be touched to the wood to cause the magical lock to lift, at which point the door opens automatically.

6. Ice Door

This door has a riddle etched into the wood:

A precious stone, as clear as diamond. Seek it out whilst the sun's near the horizon. Though you can walk on water with its power, Try to keep it, and it'll vanish within an hour. (Ice)

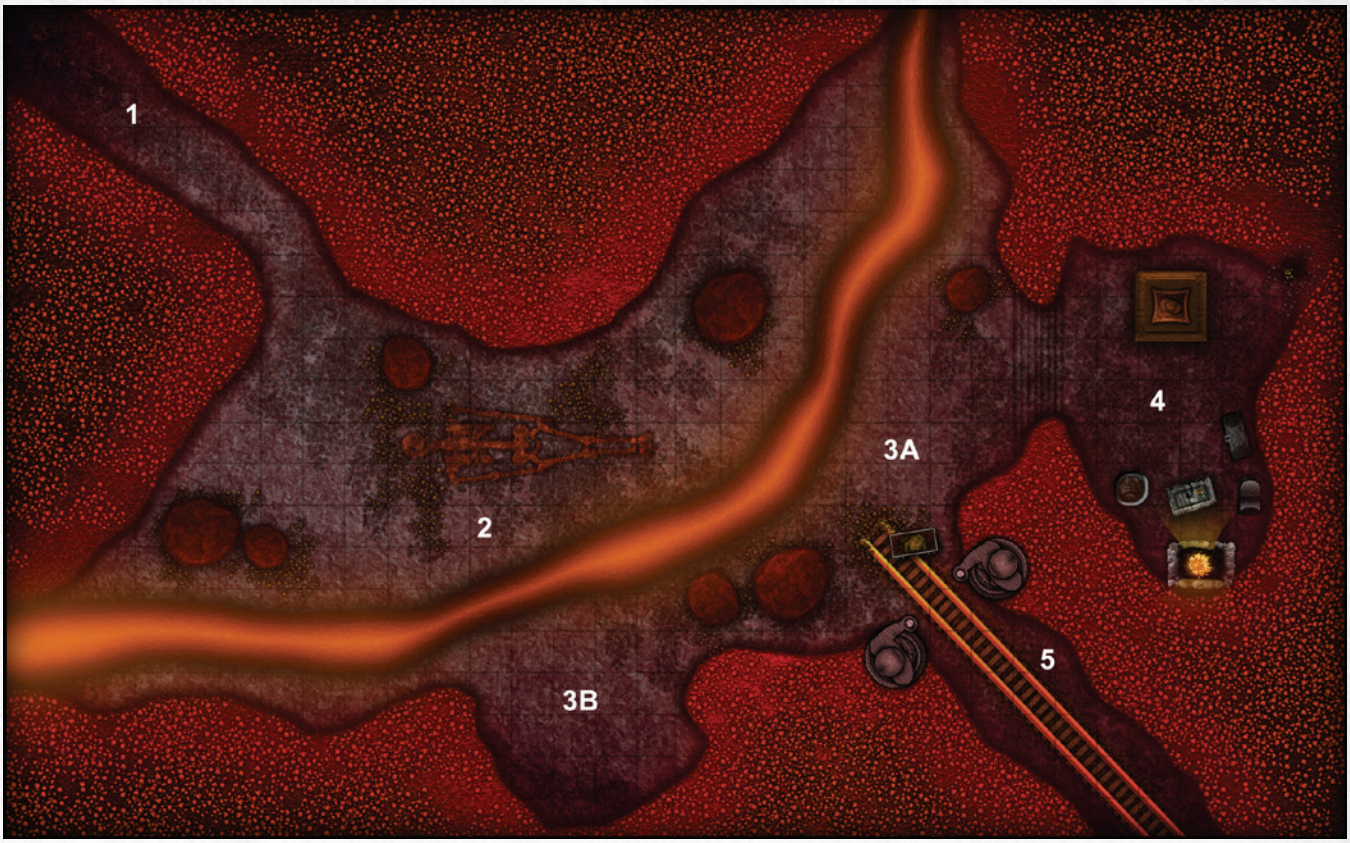
Again, the answer is simple (ice), but ice in some form must be touched to the wood in order for the magical lock to lift, opening the door automatically.

7. Warm Room

This room is heated by a hypocaust, a heating system which makes the floor warm to the touch. The furnace below is magical and functions via a permanent heat metal spell. The rooms underneath are not accessible through normal means, the entrance being buried long ago. A desk in this room has a single locked drawer, which can be opened by a successful DC 10 Dexterity check using thieves' tools. The drawer contains a small key to a chest in Room 8.

8. Cold Room

This room is chilled by a permanently frozen water elemental trapped even longer than the undead occupants that roam these halls. Many foodstuffs were obviously kept here as many "frozen-burnt" cow heads and pig haunches are still intact. A character who searches the room and succeeds on a DC 18 Intelligence (Investigation) check finds a small wooden chest inside a frozen pig. The chest is locked but can be opened with a successful DC 15 Dexterity check using thieves' tools or with the key from in Room 7. It contains a very delicate item that shatters if the box is damaged: a *ring of the winterlands*. made of ice that thaws within 1d10+5 minutes in any temperatures above freezing. If the ring is worn and kept within a cold environment it functions as *boots of the winterlands*.



Doubt Not that Stars are Fire

Stephen Yeardley

Following mutated goblin attacks on a small, well-established mining site, the adventurers find that only the pit remains. On securing the surrounding area, they must enter the steep-sided crater. They find the walls glowing with otherworldly energy...they are alight with "coldfire."

1. Entrance

The shaft from the surface is 60 feet deep. Initially the sides are rough and requires a successful DC 12 Strength or Strength (Athletics) check to climb unaided, but smooth, vertical walls for the second half require successful DC 15 Strength or Strength (Athletics) checks to climb unaided. Descending adventurers sense it getting cooler. Some shattered gray scales are at the junction of the shaft's base and entrance to a narrow, rubble-strewn passage.

What once was a 5-foot-wide passage is now less than 3 feet wide due to the partially caved-in sides. Vibrating scales (red, blue, purple, green) are evident. A successful DC 15 Intelligence (Arcana) check identifies the vibrating, colorful scales are from a naunet protean. If touched, the scales shatter with a subsonic throb and all creatures within the room must succeed on a DC 16 Dexterity saving throw or take 5 bludgeoning damage from falling rock loosed by the concussion.

2. Main Cavern

Upon entering the main cavern, the adventurers see a gully of vaporous, glowing liquid flow through narrow, fist-wide holes. It is starfuel—coldfire—causing damage each round via the dark energy of space (see Coldfire Damage).

Coldfire Damage

Distance From Fuel	10 ft.	7.5 ft.	5 ft.	2.5 ft.	0 ft.
Damage per round	1	2	3	4	5
Dexterity save for half (round down)	DC 6	DC 8	DC 10	DC 12	DC 14

Four shadowy humanoids with leathery cowls are hunched over in the northern part of the cavern. They are goblins changed by the cosmic energies into goberrations (gricks; 281). Their items are scattered around.

The chamber is covered with yellow dust—dried Starfuel. A creature that enters the area or ends its turn there must succeed on a DC 12 Wisdom saving throw or suffer the effects of mindfire (see the contagion spell) for one minute. At the end of each of an affected creature's turns, the creature must make a DC 12 Constitution saving throw, ending the effect upon itself on a success. A creature who fails two subsequent saving throws changes into a goberration but is gains immunity to liquid coldifre.

Not far from the hunched humanoids is a 12-foot-tall minotaur skeleton (285). Weakened after fleeing the elder thing, it stopped here to recover, fell unconscious, and succumbed to the goberrations' flesh-eating. It animates if touched.

3a. Gobberations Gathering

Beyond the coldfire gulley is another goberration. A damaged minecart containing a gibbering mouther and three gold chunks (20 gp each). The gibbering mouther (280) is currently languishing in a silent stupor due to exposure to the coldfire, it will, however, rouse itself and attack anything that moves near it.

3b. Raging Rubble

A pile of mining debris contains a few silver ?akes and emerald chips (50 gp total), though the ceiling is unstable and collapses if the rubble is disturbed. Any creature in the area beneath the unstable section must succeed on a DC 15 Dexterity saving throw, taking 22 (4d10) bludgeoning damage on a failed save, or half as much damage on a successful one. Once the ceiling collapses, the floor of the area is filled with rubble and becomes difficult terrain.

4. Storage Area

Steps descend to the smaller chamber. To the left is a square altar. A small pool of water sits on its surface. The pool is magically trapped and requires a successful DC 14 Intelligence (Investigation) check to detect it without setting it off. To disarm the trap requires a successful DC 14 Intelligence (Arcana) check. Any non-follower of this obscure mining deity looking into the pool must succeed on a DC 12 Wisdom saving throw or succumb to the effects of the *fear* spell.

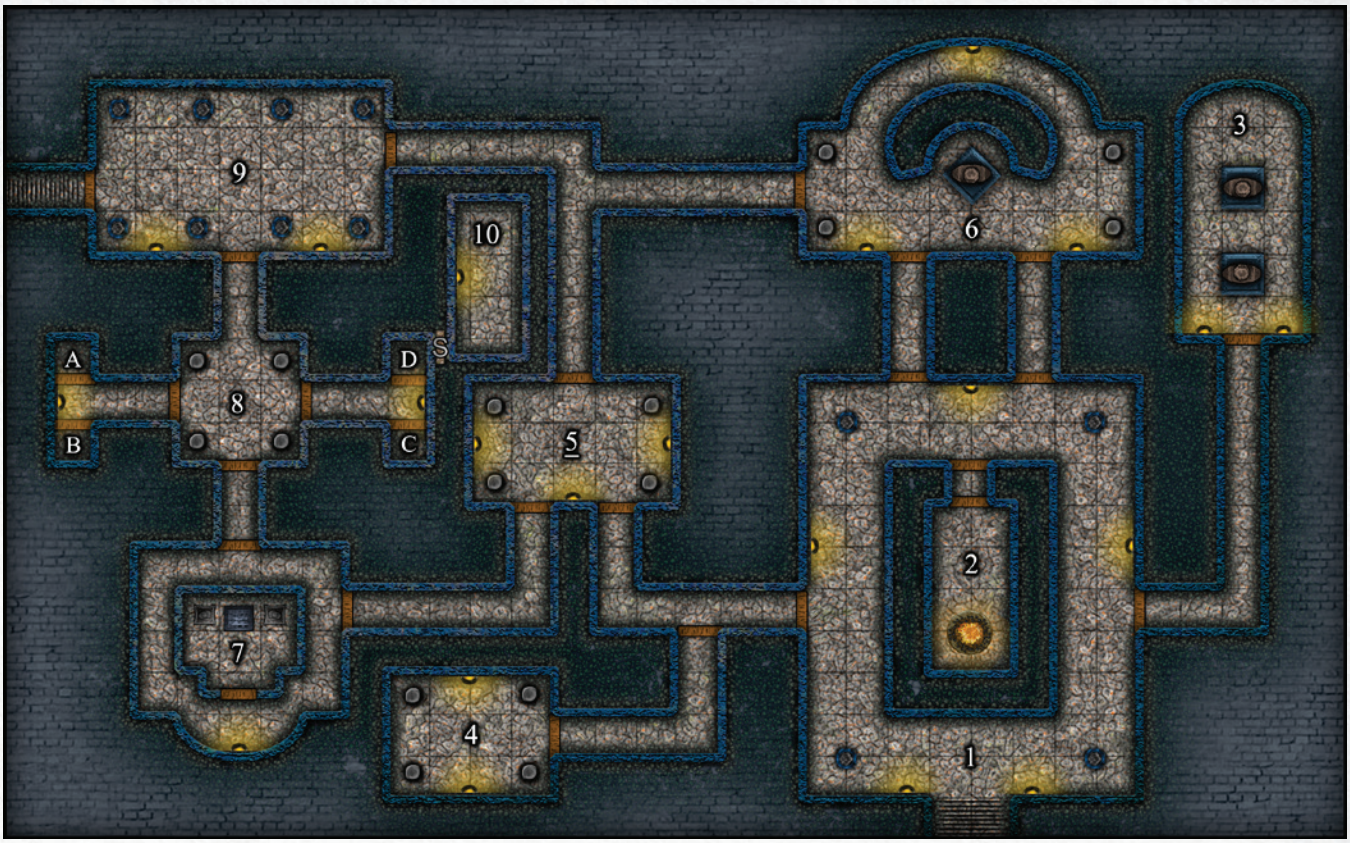
To the right of the chamber is a table with two chairs in front of a fire-pit burning with coldfire; a chest stands against the northeast wall. Any creature that begins its turn within 5 feet of the coldfire must succeed on a DC 10 Constitution saving throw or take 1d2 cold damage. The table and chairs shatter easily if a creature sits or leans upon them. The chest is locked but can be opened by a successful DC 14 Dexterity check with thieves' tools. Inside the chest is a bullseye lantern, four medium mining picks, and eight sacks.

5. Mine Track

The damaged track heads down the 5-foot-wide tunnel. For the first 15 feet, the sleepers (aka ties) are fragile from the coldfire. Stepping on them causes the rails to fly up, twisting and warping creating a barrier that is difficult to navigate. Treat the area as difficult terrain. Anyone attempting to climb through the barrier must succeed on a DC 10 Dexterity check or take 1d4 slashing damage.

The track continues into the cold darkness. Dare the adventurers continue?





Sanctuary of the Slaughtered

Rone Barton

Until recently, this hidden underground church sheltered the persecuted religious sect of a nearly forgotten pantheon. This pantheon blinked out of existence the very moment invading bugbears and goblins brutally ended their last living worshippers and took up residence.

1. Frescoed Entryway

Flickering torches set far apart cast uneven light on this chamber's overhead murals. Every inch of wall and ceiling devotes itself to recounting the story of a devout sect falling before the whips and chains of their oppressors and the subsequent construction of this sanctuary. Characters near the entrance hear faint squeaking sounds. If they proceed quietly, they can determine the sounds are coming from behind the door to Area 2.

2. Fire Pit

At the southern end of this room, a walled fire pit blazes 2 feet high. A goblin (280) dances along its edge while spinning a dead and charred woman on a creaky spit over the flames. This is the squeaking noise mentioned in Area 1. Five more ravenous "goblins" stand directly before the fire pit, 10 feet from the door. They hop from foot to foot, drooling copiously in slick puddles, eager for the blackened roast to come. Goblin drool has rendered the 10-foot-by-10-foot area immediately adjacent to the door into difficult terrain. A successful DC 9 group Dexterity (Stealth) check allows the adventurers to surprise the goblins, despite the miniature saliva bog.

3. Statues Room

Elaborate statues of two gods, clearly husband and wife, reach out toward each other from a short distance. A character who succeeds at a DC 10 Perception check discovers the blood-drenched matrimonial garb of a bride and groom wadded in the northeastern corner. Two goblins hide behind the head of the large statue of the wife to the north; a character can spot them with a successful DC 16 Wisdom (Perception) check. If presented with an opportune shot, the goblins shoot arrows coated in their own diseased dung down at the party. A character struck

by an arrow must succeed on a DC 11 Constitution saving throw or be infected with sewer plague.

The statue grants the goblins half cover (+2 AC) and they can use Nimble Escape to hide behind a portion of the statue. After launching a few arrows, they scramble across the wife's extended arm to the husband's arm, down the husband statue, and out the door to escape (if possible) and warn others about the intruders.

4. Bone Room

Splintered to pebbles and dust, worshippers' bones mix with humanoid ordure to carpet the floor of this room, which the invaders use as a junk pile. Any search of the room uncovers two goblin corpses with crushed heads and the animated armor (276) that killed them. The invading humanoids heap their discarded bones atop this guardian construct in the hope of containing it so it won't attack again.

5. Prayer Room

Prayer mats on the floor are crusted with thick scabs of brown blood.

6. Inner Sanctum

A tall statue of an androgynous figure stands at the center of this holy chamber. A successful DC 13 Intelligence (Religion) check reveals this statue to be a perfect blending of the god and goddess from Area 2. The first time a character stands within 5 feet of the statue, everyone in the chamber feels an icy breeze and hears a ghostly whisper asking, "Who will remember us now…" followed by an ethereal death rattle, and then there is only silence.

7. Crypt

Two human-sized statues that resemble those in Area 3 stand to the left and right of a square, black sarcophagus inscribed with runes. In truth, each statue is a bugbear (278) concealing its true form.

Each bugbear wears a bracelet (found elsewhere in the temple) that surrounds its wearer with a *minor illusion* resembling the god or goddess of this temple. The illusion appears when the wearer stands still for 1 minute and lasts until the wearer moves. If adventurers get close enough to read the runes on the sarcophagus (about 3 feet), the bugbears attack with surprise. A character who peers closely at one of the statues is attacked (with surprise) by the bugbear before the character can see through the illusion.

Inside the sarcophagus lie the skeletons of two lovers crumpled together. The man's left ring-finger bone is missing.

8. Library

This ransacked library contains large wooden racks that hold thousands of scrolls and are smashed and shoved to the room's corners. Searching for five minutes finds a scroll of cure wounds, on the back of which is a scribbled note indicating the sect was under siege by goblins—and worse. Four small wardrobe closets (a–d) are accessible from the library.

a. Six ceremonial robes hang in this closet, one of which is a *robe of useful items*.

b. Five ceremonial dresses hang in this closet, one of which act as a *cloak of protection*.

c. This closet houses the unmolested corpse of the sect's high priest, whose specter stands vigil over his cowardly suicide by dagger. The specter (285) attacks whoever opens the closet. A coffer behind the body holds 50 sp.

d. Eight matrimonial robes in this closet conceal a door in the east wall. The door is spotted automatically if all eight robes are removed from the closet, or with a successful DC 15 Wisdom (Perception) check.

9. Sleeping Chamber

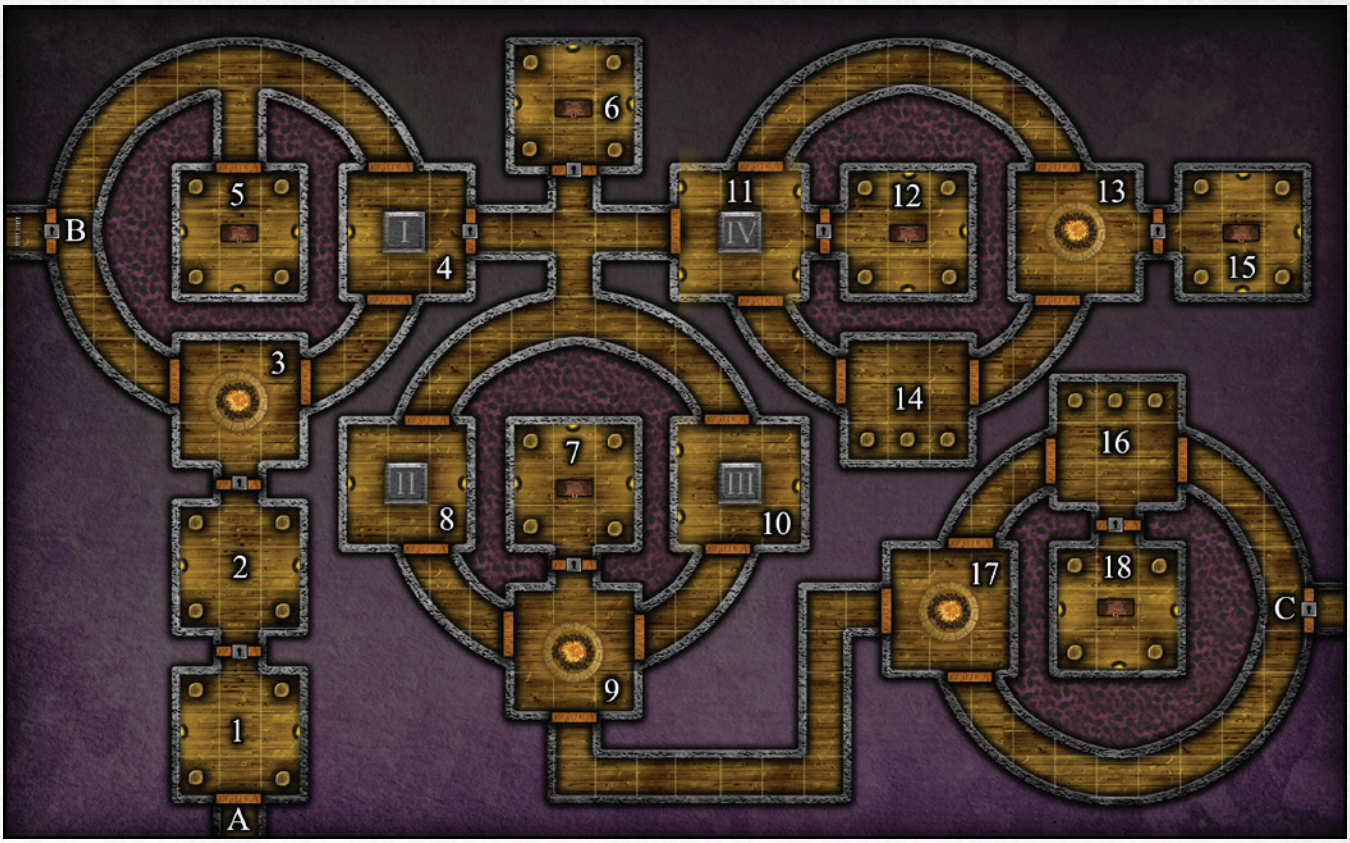
Ten feet overhead, near a ceiling bright with firelight, a rectangular rope hammock at the center of this room anchors to each of the four pillars nearest to the center of this room, creating a 20′ x 20′ net above the floor. From below, the adventurers most likely see only shredded clothing and a few bones. However, a successful DC 15 Wisdom (Perception) check spots a dangling goblin foot and hears snoring.

Any noise louder than a low conversation wakes the ten "goblins". Characters who sneak into the room to search or attack with surprise must make a successful DC 13 group Dexterity (Stealth) check to avoid waking the goblins. If the goblins wake up before they're noticed, six of them throw bricks (+4 to hit, 1d6 bludgeoning damage) from the overhead netting while four attack with their short bows.

When a character kills a goblin, its closest kin throws a flaming oil heater at that character. Treat this as an attack with alchemist's fire. If one of these attack rolls misses by 5 or more, the oil splashes onto the netting and sets it afire, inflicting 1 fire damage on every creature in the hammock at the end of the goblins' turn. At the end of the goblins' next turn, the tangle of burning netting plummets to the floor. Every creature in the room must make a successful DC 15 Dexterity saving throw or be draped in burning rope and flaming goblins, with the same effect as if they'd been hit with a flask of alchemist's fire.

10. Reliquary

An ornately gilded wooden cabinet (100 gp) along the east wall holds eleven vessels containing various body parts of saints belonging to the recently extinguished pantheon, as well as a glass-enclosed reliquary containing a finger bone on a satin pillow that still wears a *ring of warmth*.



Chop Chop!

Stephen Yeardley

After bitter disagreement, a trading post run by local fey and respectful foresters was set up near rich woodland, but some distance from town, and managed as a logging site, "for one and all." But supplies have dwindled, especially rarer wood types, and the adventurers are asked to investigate. While traveling there, they see three sprites (285) and a blink dog (276). If the party hails them, the blink dog holds back as the sprites approach. Warily, they sense the party's motives, talking if the adventurers seem honest.

Approaching diplomatically with a successful DC 14 Charisma (Persuasion) check reveals the post went quiet about two weeks ago after two sages visited to see how the place ran. If the talk goes well (a character gets 16 or more on the check), the blink dog joins in, saying the two were a human and a half-orc, and that humans work there, which is why they've kept away. One sprite stays back but listens intently; on directing the party to the post, the first three go off for help, but the final sprite follows the adventurers invisibly. If the adventurers ignore the quartet, they learn nothing. If they attack it, the quartet flees.

Reaching the post, the adventurers find a stockade blending seamlessly with the forest. Approaching stealthily by succeeding on a DC 18 Dexterity (Stealth) check lets a character within 30 feet make a DC 11 Wisdom (Perception) check, spotting a small greenish shadow fly over the top on a success. When within 10 feet, a black dragon wyrmling (278) breathes acid and then retreats. The post is controlled by an unpleasant gang, while charmed foresters, who look and act rather zombie-like, find and prepare exotic woods to make its fortune. The floors are oak, the walls elm, and the ceilings ash. Unless stated otherwise, a character who succeeds on a DC 11 Dexterity check with thieves' tools unlocks doors. The "sages" both have six keys: one for each cage, one for all chests, and one for all doors.

To win through, the adventurers must revive some foresters from their charmed state and have them help clear the post. Unrevived foresters fight for the sages. Revived foresters do nonlethal damage to their friends. Removing the gang allows the foresters, sprites, blink dog, and other fey to recover the post.

A. The door is stiff but unlocked (a successful DC 15 Strength check opens it).

B. The locked door (unlocked by a successful DC 11 Dexterity check with thieves' tools) hides a spiked pit trap (275).

C. The locked door hides a *confusion* spell glyph centered 5 feet west of the door (DC 15 Wisdom saving throw to resist). Roots and a 5-foot-wide stump block the east corridor, which leads deep into the woods.

1–2. Beyond the door, Room 1 has four circular double lockers, each with two sets of basic clothing. The next door is locked (a successful DC 13 Dexterity check with thieves' tools unlocks it). A distant bell rings lightly as it opens. Room 2 beyond is identical, but the lockers are empty. A handaxe is behind the northwest locker and can be found with a successful DC 10 Intelligence (Investigation) check.

3. This room has a 5-foot-wide pit of embers. Its warmth draws moisture from Rooms 1, 2, and 4. There's a small emerald scale in the southwest corner that can be found with a successful DC 13 Intelligence (Investigation) check.

4. A locked cage (unlocked with a successful DC 11 Dexterity check with thieves' tools) holds two charmed foresters (commoners; 277) who believe it's a comfortable dormitory. They fight the adventurers if tackled but join them if revived. The east door is locked.

5. This dark room smells of autumn forests. The green dragon wyrmling hides here. A chest built in the floor holds blackwood, a rare wood that makes beautiful instruments (250 gp worth).

6. The door is locked. The locked chest (unlocked with a successful DC 11 Dexterity check with thieves' tools) holds the handaxes, throwing axes, and two-person felling saws belonging to the foresters in cages 1 and 4. The grips are personal to each one. Other users suffer disadvantage.

7. As Room 6, but the items belong to the foresters in cages 2 and 3.

8. There are two more charmed foresters (details as Room 4).

9. As Room 3. Its warmth draws moisture from Rooms 7, 8 and 10.

10. There are two more charmed foresters (details as Room 4).

11. This locked cage (unlocked with a successful DC 13 Dexterity check with thieves' tools) holds a charmed foresters (as Room 4) and a carpenter (other details are as Room 4). The goblins are wary of taking the carpenter's hammer from him, but monitor him from behind the locked door (unlocked by a successful DC 11 Dexterity check with thieves' tools).

12. Two goblins (280) and a worg (287) live in aromatic squalor. A chest built into the floor holds agarwood, a rare wood that infuses expensive perfumes (150 gp), significantly improving the room's pungency.

13. As Room 3. Its warmth draws moisture from Rooms 11, 14 and 15. The east door is locked.

14. Three scarecrows (animated armor; 276) rest by the south wall. One is active; the others encourage it croakingly. If the adventurers deal easily with the first one, or they are being helped by revived foresters, the other two tear themselves from the wall, taking damage equal to one-third their hit points, and then fight viciously.

15. A mage (282)—use at half hit points and up to 3rd-level spells only—rests here, with a semi-tame giant wasp. He has a *staff of charming* and his keys. A chest built into the floor holds ironwood, a rare wood that makes magic weapons (300 gp worth).

16. Four giant fire beetles (280) eat three small piles of decaying wood. They hiss as the adventurers approach. Four *+1 sling bullets* were mistakenly thrown under one pile. These are what the insects are protecting.

17. As Room 3. Its warmth draws moisture from Rooms 16 and 18.

18. A druid (279) lives here. He has a *staff of the woodlands* and his keys. A chest built into the floor holds lignum vitae, a rare wood that aids healing (250 gp worth).

Corridor Encounters (10% chance once every 10 rounds)

01–30	swarm of bats (285)	Three swarms live in the trading post, feeding on wood-damaging flies and bugs.
31–55	giant poisonous snake (285)	This darkwood cobra construct is used to keep the rat population low.
56–80	gray ooze (281)	This creature cleans up after the darkwood cobra and eats beetles.
81–00	Twigjack (evil awakened shrub; 276)	This twisted creature longs to see the good fey that help run the trading post fail. It loudly encourages the party to use fire whenever they can, despite its own vulnerability. It flees if they do. If the adventurers do use uncontrolled fire, magic or otherwise, the trading post ignites very quickly.



The Case of the Scrupulous Pawnbroker

Stefanos Patelis

The adventurers may have used the services of a local half-elven pawnbroker, Latricus, known to be stern but fair in his dealings. Now they find his store open, none of his assistants present, and the door to his basement office (where serious transactions took place) invitingly ajar. Maron, a nasty sorcerer, and her thugs have recently decided to change the nature of their transaction with the pawnbroker and the adventurers are just in time.

The store (not on map) can be anything small with a secure front door (and barred windows, if any). At present it is abandoned, while the sturdy iron door to the basement (and Room 1) is suspiciously open.

1. The Office

The thugs tried to hide the battle here but even a quick glance can tell that a serious scuffle took place (chipped furniture, blood stains hastily covered by rugs, etc.). The strong wooden door is locked (successful DC 18 Dexterity check using thieves' tools to pick). A successful DC 12 Wisdom (Perception) check reveals drag marks leading behind it (the bodies of the dead assistants dragged downstairs).

2. The Storeroom

Mundane merchandise is kept here. It has been haphazardly searched, tossed around, and maybe damaged. Feel free to roll some miscellaneous treasure for the adventurers to find. The assistants (four zombies; 287) were killed upstairs, their bodies dragged here, and animated by a *scroll of animate dead* Malon managed to cast. They are on orders to attack anything that comes from upstairs. The pawnbroker's guard dog (wolf; 287) is behind the debris, left for dead. It has miraculously recovered (stable at 0 hp) and may join the adventurers, if it is healed for more than 50% of its hit points. In 1d4 rounds after the battle ends, on a successful DC 18 Wisdom (Perception) check, the party hears some swearing (the thugs in Room 5 fall prey to the corridor trap). The next round they hear a scraping sound (the sliding secret door closing), a lot of swearing and complaining, and something about returning to Maron. The adventurers

have 2 rounds before the thugs return to this room in order to reach their leader in Room 8 (the zombies ignore anyone coming from downstairs).

3. Accounting

This empty room is stacked with paperwork from previous dealings. Latricus keeps piles of an untidy yet meticulous log of every transaction taking place in his store. You may use this to introduce story hooks.

4. Fake Treasure Room

The room has various empty containers. Feel free to devise traps and locks for an additional difficulty, but most of them will have been broken into by the thugs. A character finds the secret door with a successful DC 18 Wisdom (Perception) check (made with advantage if the thugs were heard closing it); the door slides into the wall if pushed properly.

5. Real Treasure Room

Expensive items are all held in large chest with a good padlock (successful DC 20 Strength check to break; successful DC 18 Dexterity check using thieves' tools to pick) in this otherwise empty room. Roll or decide on a random treasure hoard (max total value: 2000 gp).

Opening the chest triggers a complex trap, which may bury the chest or block the exit to the room (GM's choice).

Crushing Spheres Trap

Mechanical and magical trap
When the trapped chest is opened, it triggers a *symbol of fear* spell. Creatures within 30 feet can attempt a DC 15 Wisdom saving throw to resist. Simultaneously, from the ceiling fall spheres of stone each round for 4 rounds, effectively creating a rolling sphere trap that deals 11 (2d10) bludgeoning damage each round. Creatures affected by the *symbol of fear* spell have disadvantage on the saving through to avoid the falling and rolling stones.

6. Empty Room

There is nothing here except a door and stairs going up to the storeroom (Room 2).

7. Living Room

This is where the pawnbroker would rest or take his break if not working. A successful DC 16 Wisdom (Perception) check will allow the adventurers to hear the muffled noises of Sulm's brutal interrogation of Latricus. The sliding secret door is revealed on a successful DC 18 Intelligence (Investigation) check.

8. Hidden Bedroom

The half-elf is tied spread-eagle on his bed while Sulm tortures him (with Latricus' own magical dagger) to get his secrets of the traps and treasures. The thugs have reset Latricus' hidden pit trap (275) in the entrance of the room, and will utilize it in battle. A successful DC 20 Wisdom (Perception) check or DC 18 Intelligence (Investigation) check locates the treasure key in a hidden compartment in one of the bed's feet.

NPCs

Maron Blackthorne (dwarf cult fanatic; 277; CN)
Sulm (gnome veteran; 286; NE)
Kariadis (half orc spy; 285; CN)
Bordin Skullcrasher (dwarf berserker; 276; CE)
Dusk (human spy; 285; CE)
Ericin, Mericin, and Storin (dwarf thugs; 286; LE)
Latricus (half elf noble; 283; LN, *+1 dagger*)

Aftermath



The guard dog may stick with the adventurers if it has survived. If Latricus survives he will repay the party with a permanent 20% discount on his services and a onetime reward of either 300 gp each, or a single magical item from his inventory. He will have no qualms in turning any surviving thugs and the party in to the city guard if anything was stolen from his inventory. If he is killed, the adventurers could easily discover the deeds to the property and the paperwork to take over his business. Who knows what sort of other clients he has had and what hides in his inventory…



The Blight

Colin Stricklin

For nearly a thousand years this mighty oak stood as monarch of the forest, with its dryad as proud steward. When a self-absorbed local druid sought a new home, however, both dryad and tree became ill. This once-comfortable treetop dwelling now lies at the heart of a rotting forest. For even the greatest trees can die, going slowly bad from within.

The Villain

Catinella has been corrupted and turned into a duskthorn dryad (279). After years of sickness she has grown twisted and evil, her heart as rotten as her tree. She ambushes the adventurers and vanishes frequently, though she leaves them alone anywhere near the rotten stair because she finds the sap demon disturbing.

1. The Rotten Stair

This 120-foot spiral stair is a masterpiece of woodworking, but a successful DC 13 Wisdom (Survival) check suggests that it is extremely unhealthy for the tree. In fact, it was this stairwell that first caused the great oak to weaken. Its sickness is manifested here by an array of mushrooms and mold. Most of this is harmless, but a very angry sap demon (284) waits in ambush 20 feet from the top.

1A-1D. Spore Clouds

These rotting platforms groan in a fitful wind. If a creature moves more than 30 feet in a single turn an entire quarter of the platform falls 30 feet before being tangled in the branches (a creature in the falling section must succeed on a DC 14 Dexterity saving throw or fall and take 3d6 bludgeoning damage). Once one section falls the other sides become stable and no longer in danger of collapse.

Even more hazardous, a cascade of fungal spores drifts through the canopy. Every 1d3 rounds the wind shifts direction, causing poison spores to fall on a random quarter of the platform. (Treat as malice poison).

2. Zombies

Several dead humans hang from the walls of this infested kitchen, pinned there by large, thorny vines. Five of them are zombies (287), and tear themselves free one round after hearing any commotion nearby.

3. The Vine Trellis

This cozy den is now deserted. Vines grow in through the window, down through the chimney, and form patterns on the floor, spelling out unsettling phrases in Sylvan ("growing trees need blood," "a broken branch means a broken bone," etc.). The secret exit is hidden in plain sight. A successful DC 16 Wisdom (Perception) check allows a character to notice how vines growing through the window form a ladder down to Area 7, some 40 feet below.

4. The Flayed Druid

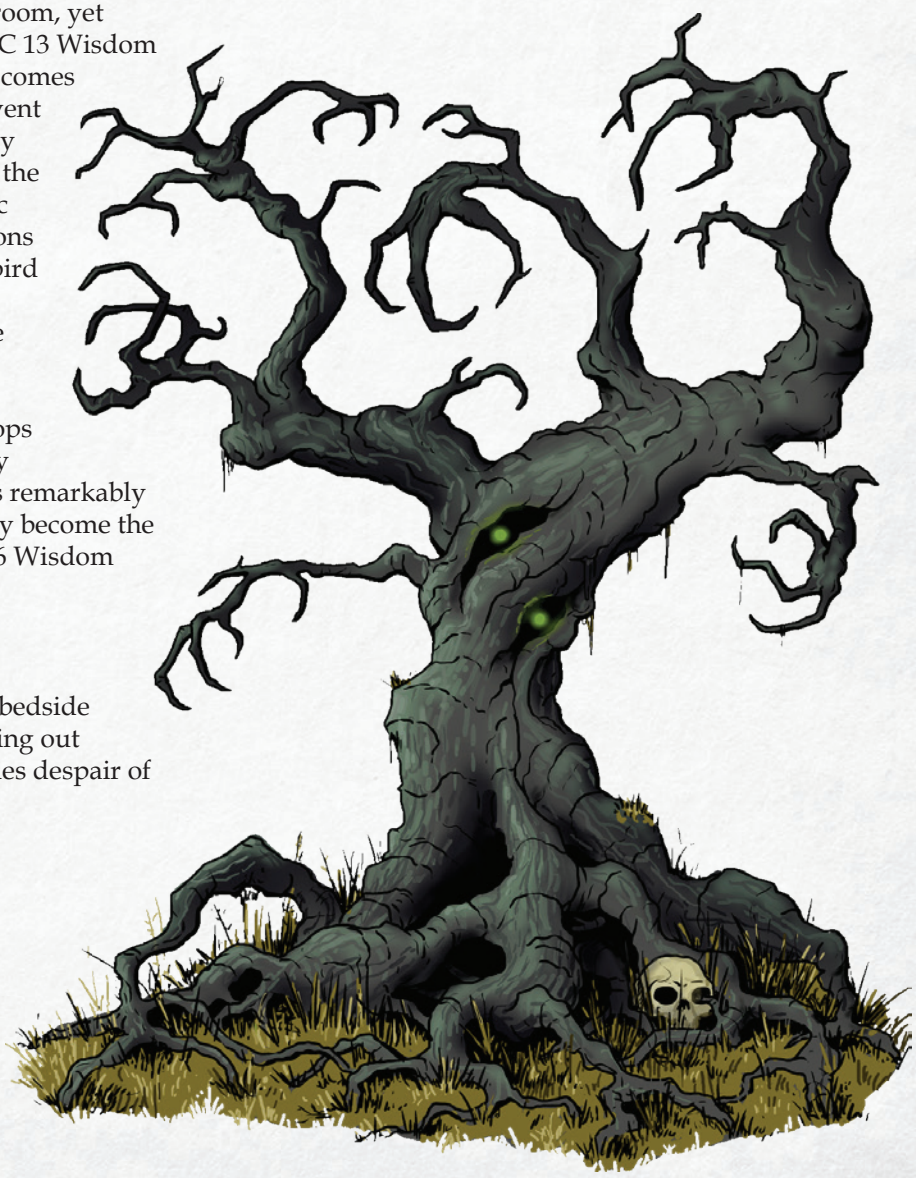
The stench of rotten meat pervades this room, yet there is no visible source. A successful DC 13 Wisdom (Perception) check reveals that the smell comes from under the bearskin rug. Once she went bad, Catinella flayed the druid Felosinney and stitched her skin to the underside of the rug. The room is otherwise full of druidic bric-a-brac, including scattered illustrations of plant life, spoiled spell reagents, and bird droppings. A successful DC 13 Wisdom (Survival) check shows that these last are fresh. Felosinney's animal companion, a giant owl (283) named Whisper, refuses to desert his mistress's remains. He swoops in through a hole in the roof to attack any who disturb the bearskin rug. Whisper is remarkably intelligent, and after the initial attack may become the adventurers' ally with a successful DC 16 Wisdom (Animal Handling) check.

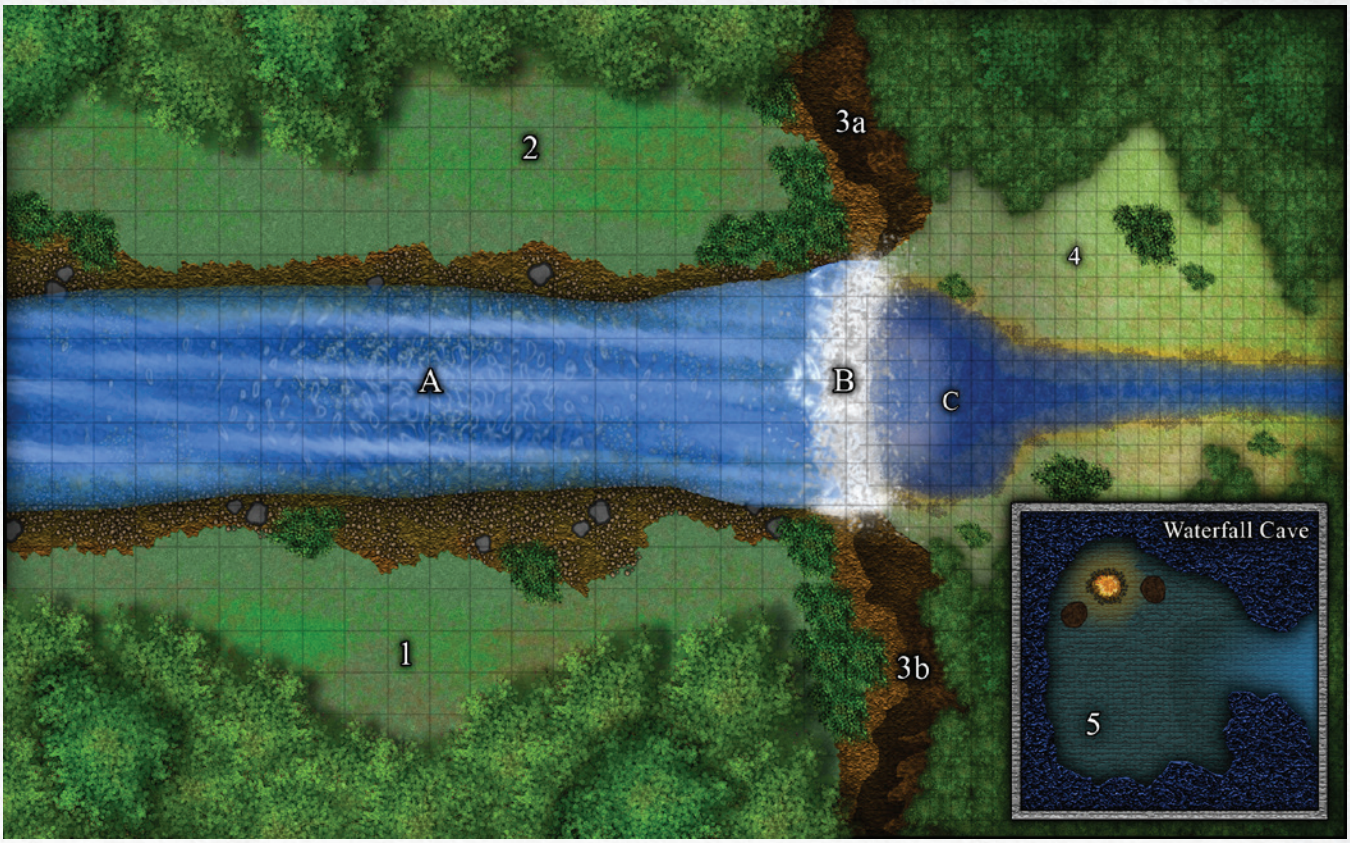
5. Bedroom

Felosinney's journal sits half-rotten on a bedside table. It provides details of the tragic falling out between druid and dryad. The final entries despair of "finishing the fungicide in time."

6. Fungicide

Towards the end of her disastrous remodeling project, Felosinney finally recognized the harm she was doing to Catinella and her tree. She sought to cure the blight, but was murdered by Catinella before she could complete her fungicide. All but one of the necessary reagents can still be found in this botanical laboratory. Notes littering the floor describe the missing ingredient as, "The mycelial threads of a certain wind-borne species. I can only hope my fungicultural efforts at the crown germinate in time." If the adventurers can endure the spore clouds, and reach the very top of the rotting oak with a successful DC 18 Strength (Athletics) check, they can indeed find the missing ingredient at the crown of the tree. Applying the resultant mixture to Catinella or to any part of the tree prevents her from using her tree stride ability.





The Unquenched Thirst

Michael Allen

The tiny isle of Sandspit is a favorite place to maroon recalcitrant shipmates, for across the bay, the headland falls are visible to castaways. Wicked currents prevent escape from Sandspit, and the unfortunates discarded there slowly die of thirst in sight of the lifegiving waters. One such piece of tortured jetsam was Captain Staid Merrik, who rose as a wight (287) and walked under the currents to reach the cup of life long denied. The foul magic of undeath clinging to Merrik ripped the sustenance out of the waters at the base of the falls, and as long as Merrik's shade resides in a cave behind them, will continue to do so, to the detriment of creatures native to the headland, or watering parties from passing vessels.

A. The Rapids

Four undead survivors (zombies; 287) of an orc watering party repeat the task they were about before death, filling casks at the north end of the map and sending them down river. Every so often a full cask bobs to the surface and travels downstream. The undead are submerged in an eddy near the riverbank but can be noticed by a successful DC 14 Wisdom (Perception) check. The river's current carries barrels (or pinned victims of the zombies) downstream at a rate of 25 feet per round. Negotiating the rapids requires a successful DC 15 Strength (Athletics) check.

B. The Cascade

The deep pool at the bottom of the falls negates damage to those going over the edge, but they must succeed on a DC 17 Strength (Athletics) check or inadvertently swallow some water during the descent (see Area C). Accessing the cave behind the falls

(visible from either cliff face) requires a successful DC 15 Strength (Athletics) check to avoid being swept away. A successful DC 15 Intelligence check or DC 12 Wisdom (Survival) check to secure ropes on both cliff faces reduces the access check to DC 5.

C. Fall's Pool

The water below the falls no longer quenches thirst. Those swallowing it must succeed on a DC 12 Wisdom saving throw or drink uncontrollably until the end of its next turn and be sickened for 5 minutes. A dried-out and rotting longboat of orcish manufacture is drawn up on the beach just off the map.

1. Blood-Burning Ambush

A successful DC 18 Wisdom (Perception) check spots a pair of malevolent children of the briar (277) lurking inside the treeline at the western end of the map. A game trail exits the woods here; the bloodthirsty plant creatures dragged a pulley from the hoist in Area 3b to tempt intelligent prey. A successful DC 13 Wisdom (Perception) check finds the drag marks; a successful DC 16 Wisdom (Survival) check tracks the children to their hiding spot.

2. Cooper's Eternity

The leader of the watering party, a cooper risen as an ogre zombie (287), hoists empty casks moved by the leshys below up cliff 3a each night at midnight. His workstation stands under of the trees at the summit. He appears 1d3 rounds after the end of combat with the zombies in Area A, or once the entire party ascends cliff side 3a.

3a. Bloodthirsty Rocks

Overhanging jungle canopy reduces falling damage from the 50-foot high cliff (on both sides) by 3d6. A working hoist with well-preserved rope, pitons, and pulleys makes the climb on this side of the falls easy—it can be scaled with a successful DC 10 Strength (Athletics) check.

3b. Rotting Knots

The ancient hemp ropes on this cliff side must be replaced (enough rope from Area 3a may be shifted without penalty to the climb there). The pitons and other climbing gear remain sound, although one pulley is missing (Area 1). Despite the missing pulley, the cliff can be scaled with a successful DC 15 Strength (Athletic) check despite the missing pulley. The check is reduced to DC 5 if the pulley is replaced.

4. Parched Plants

The jungle on both sides of the river appears wilted and dying, but a small patch on the north shore shows evidence of better health. Three leshys (282) await casks of fresh water from above. Disturbing the casks at the river's edge draws a hostile response.

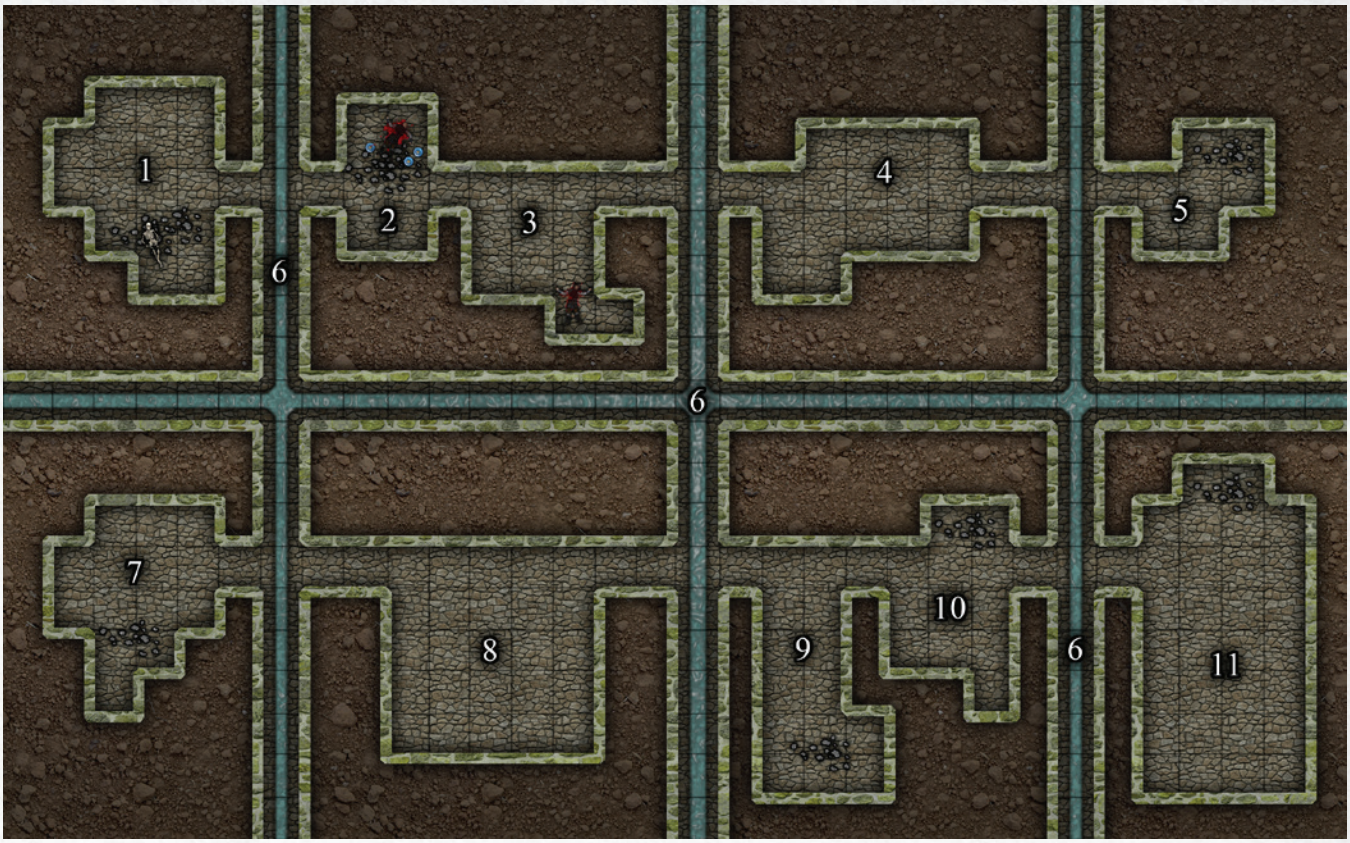
Treasure: One of the watering cans transforms water into holy water once every 24 hours and can sprinkle an adjacent target. Water removed from the can loses its blessings.

5. Eternal Thirst

Passing under the falls causes great thirst (a creature must succeed on a DC 15 Constitution saving throw or take 1 level of exhaustion, or spend an action drinking water). Staid Merrik, a "wight", awaits within by a fire that gives no heat.

Treasure: *pearl of power, dust of dryness*, 800 gp in loose coin, gems, and plate.





The Phase Spider Lair

Jonathan Ely

The mountain town of Kraga has changed hands many times; strategically important for its location close to rich veins of iron and copper, it was originally a dwarven community who built structures both above and deep below the ground. Periodically attacked and razed by various tribes of orcs, ogres, stone giants, and humans, it has been rebuilt at least four times, leaving the deepest and most ancient structures accessible only by the sewers and subterranean water courses.

Now a heavily defended border town providing refuge for many travelers passing through the mountains, it also purifies much of the ore pulled from the many mines near the town. Recently the town militia have noted a number of missing people who have entered the town but have never left—investigations have led them to the warren of ancient tunnels and sewers under the city, and they will pay handsomely for adventurers to investigate these disappearances…

1. Odd Chamber I

A large, oddly shaped and particularly foul-smelling chamber holds the scattered skeletal remains of some unfortunate person, their rusted and tattered possessions spread across the floor, mixed with a layer of rubble and rock. This chamber is the lair of a phase spider (283) that will seemingly appear from nowhere (actually, the ethereal plane) to attack the adventurers.

2. Narrow Chamber II

This small, narrow chamber holds the dismembered and partially consumed remains of an unlucky soul; the ichor-stained floor and shredded clothing conceal the remains of several vials that can be found with a DC 15 Wisdom (Perception) check. However, three potions—selected at the GM's discretion—have survived this violent death and subsequent feeding frenzy, and can be retrieved by the adventurers.

3. Odd Chamber Ii

This odd-shaped chamber has an alcove set into one corner. Moaning softly, a badly injured individual can be found here, having survived several days and nights alone but lacking the ability to escape without help. Despite being delirious from lack of water and injuries, the survivor repeatedly pleads in a cracked and rasping voice not only to save him but also to "stay away from the water."

4. Phase Spider Lair I

The floor of this relatively nondescript large chamber is covered with a fine layer of dirt and small bones. Hidden in one corner of the room under a layer of silt and muck, and requiring a successful DC 18 Intelligence (Investigation) check to find, is a large leather pouch. Inside, wrapped in oiled cloth, is a *cloak of elvenkind*. The chamber has become the lair to a pair of "phase spiders" that will attack the adventurers on sight.

5. Devoid Chamber I

This simple chamber has long been devoid of anything interesting. Only the remnants of smashed pottery and rotten boxes can be found here.

6. Sewer Tunnels

These stinking sewer tunnels are approximately five feet wide with a slender channel of filth running through them, leaving barely a foot-wide walkway on either side. The walkways are slick with filth and slime from years of poor maintenance. The slime has turned the tunnels into difficult terrain, and a creature that enters the area or ends its turn there must succeed on a DC 12 Dexterity saving throw or fall prone. A character that fails the save by 5 or more lands in the channel of muck and must succeed on a DC 11 Constitution saving throw or contract sewer plague.

GM Note: Be aware that combat with more than two phase spiders at a time will likely lead to character fatalities, so pacing is important.

The channels of muck within the sewers also hide a surprise; a family of four "phase spiders" hunt here. Their appearance is entirely at the discretion of GM, but they only attack from the safety of the sewers.

Their collection of shiny trinkets (GM's choice) are contained with small spider silk sacks that are stuck the sides of the channels of muck; nearly invisible in the filthy water, they can only be spotted with a successful DC 18 Wisdom (Perception) check.

7. Devoid Chamber II

This simple chamber, long devoid of anything interesting, only contains remnants of smashed pottery and rotten boxes.

8. Phase Spider Lair II

This large chamber has become the lair to another "phase spider". It will move to attack when the adventurers appear distracted.

9. Narrow Chamber II

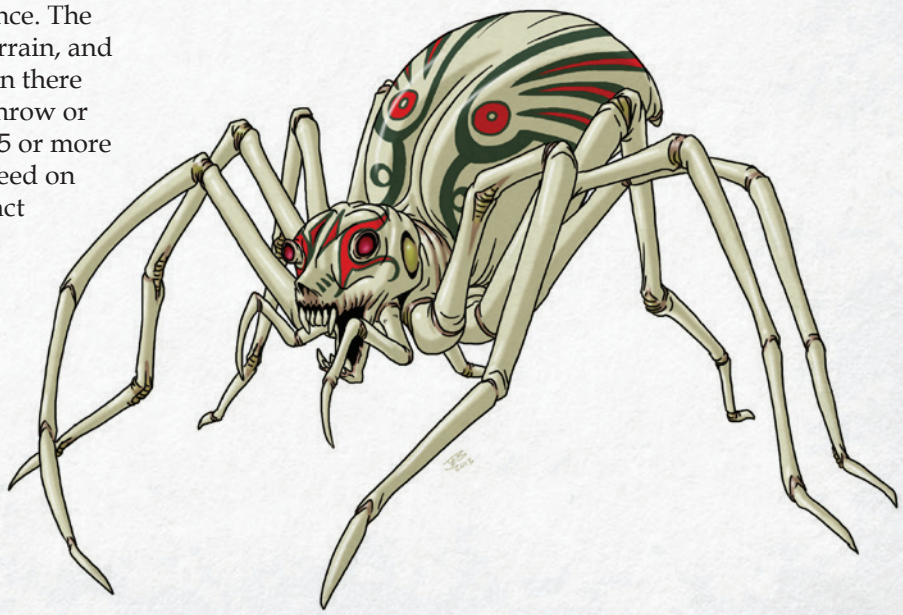
Like many of the other chambers, this former basement, long devoid of anything interesting, only contains remnants of smashed pottery and rotten boxes.

10. Basilisk Lair

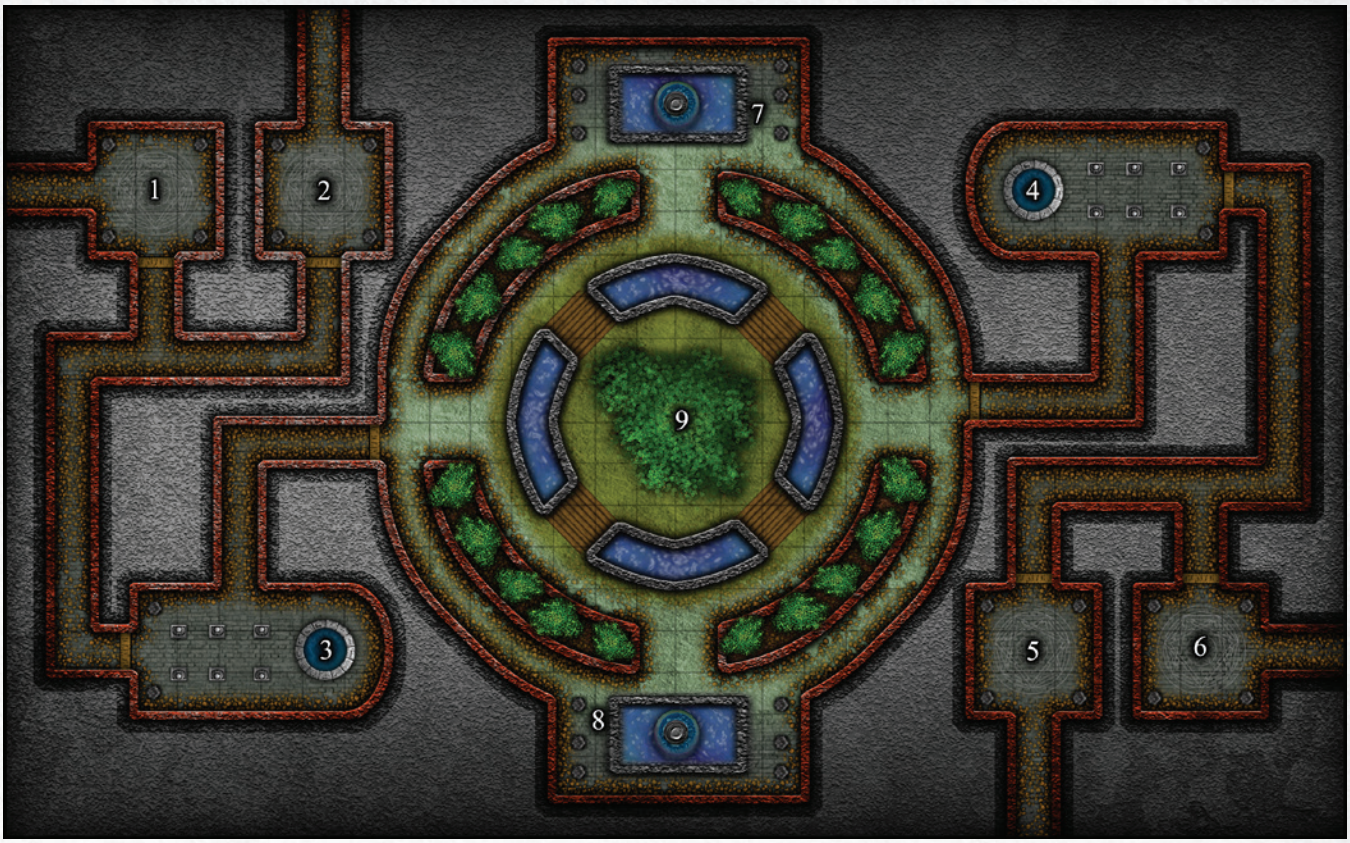
At first glance, this former basement seems to have been emptied of anything interesting; however, the movement of people within the chamber has attracted the attention of a pair of hunting basilisks. If the creatures are defeated and searched, three small uncut emeralds worth 50 gp each is found within their gullet.

11. Earth Choker Lair III

This large, long chamber has become the lair to a trio of ettercaps (280). They will fight viciously until one of their number dies, at which point the remaining two will attempt to flee



Jonathan Ely



Lair of the Mad Druid

Louis Agresta

The forest primeval. Brave settlers seeking better lives gather their families and venture beneath her branches. They walk her leaf-dappled aisles, violate her ancient green stillness. They fell trees, build homes, plow the earth, and…vanish.

The local magistrate, tired of discovering blood-smeared doorways where she should find cringing taxpayers, hires the party to investigate the disappearances. Of course, she fails to mention her first wave of would-be settlers massacred a tribe of forest gnomes in the very valley where her peasants now disappear, nor does she know a forest gnome druid survived. A Mad Druid bent on vengeance for his murdered people. The adventure begins when the adventurers trigger a landslide that hurls them into the ancient druidic stronghold that the Mad Druid uses for his base. The landslide plows the party into Area 2, piles stone and earth behind them, and blocks any exit to the surface from both Area 1 and 2.

1. Ooze Chamber

An *awakened* gelatinous cube (280) guards this chamber and the attached hallway, while doubling as the Mad Druid's torture chamber. If the adventurers open the door, they find Kevek Barnes—the settler who commanded the massacre—apparently floating mid-air amidst boots and miscellaneous gear, mouth open in a silent scream. Kevek is inside the cube, paralyzed and dissolving. A character who succeeds on a DC 15 Wisdom (Perception) check notices the gelatinous cube.

Additionally, the Mad Druid placed a *ring of regeneration* on Kevek's finger and intermittently heals the settler, ensuring a slow and painful death. Kevek has 16 hp left when discovered. While the cube eventually attacks whoever opens the door, it first waits to see if someone walks into it. Should the party pass without opening the door, the cube rolls out and into the middle of their marching order with Kevek suspended and screaming inside it. The druid coaxed the cube into staying within the hallway attached to Area 1. It will not cross into Area 3 or enter Area 2.

2. Memoriam

The neatly stacked bones of a forest gnome tribe line the walls and floor. Hundreds of bones. A small boy sits on a nearby pile weeping, his legs trapped beneath the yellowing femurs of the dead.

The boy is a myling who was wounded during the massacre, ran off, and wandered down here to die. A character who makes a successful DC 15 Intelligence (Nature) check realizes the boy as unnatural. If questioned, the myling tells the tale of its family's destruction and asks the party who they are. If the questioner makes a successful DC 15 Wisdom (Insight) check, hints in the boy's statement allude to the existence of a druid deeper in the complex. The myling knows nothing about the druid's defenses, powers, or companions, but it does admire the druid. If they admit that the magistrate employs them, the myling shrieks "MURDERERS!" and attacks the nearest character. It demands its "mount" carry it to Area 3, where it died.

3. By Madness Imprisoned

The doors into and out of this room are locked. A DC 15 Dexterity check with thieves' tools opens either but also alerts the nyad (283) (a variant "dryad"), who resides in the well near the southeastern wall. The nyad waits for the party to head up the northeast passage before rising from the well and addressing the trailing character. "Who are you? Why are you here?"

As long as the adventurers don't attack her, the nyad begs them to free her from the Mad Druid, whose magic keeps her imprisoned in this chamber. She explains that *"Grief deafens him to any cry but his heart's wail. Lost is his love of life. He sacrifices the living to avenge the dead."*

If the party agrees she reveals that the well, built by ancestral druids, teleports all who submerge themselves in it to an ankle-deep fountain within the Mad Druid's mediation chamber (Area 9). Arrival by this means does not alert the Mad Druid or his allies. The nyad only attacks if attacked first. She flees through the well to Area 7 if wounded, but doesn't alert the Mad Druid to the adventurers' presence.

4. Well Portal

Any who submerge themselves in this 6-foot-deep well instantly teleport to the fountain at Area 8. They appear in ankle deep water, but otherwise dry.

5. Stripped from the Dead

The Mad Druid tossed the belongings of murdered settlers here. A five-minute search of this heap of rope, poles, garden implements, hammers, and sacks of seed uncovers a *+1 longsword*. The tunnel leads to the surface.

6. Flooded Chamber

Dirty lake water seeps from under the door, creating a two-inch puddle in the hall. Inside the chamber, the water is 2 feet deep, but it pours out when the door is opened, along with a water leaper (286) that attacks the first target in the hallway. Water streams into the room from the tunnel, which climbs to the surface and emerges alongside a freshwater lake.

7. Fountain Portal, NE

Any who drink from this fountain instantly *teleport* to the well in Area 3. They arrive one foot below the surface of the water.

8. Fountain Portal, SW

Any who drink from this fountain instantly *teleport* to the well in Area 4. They arrive one foot below the surface of the water.

9. Chamber of The Mad Druid

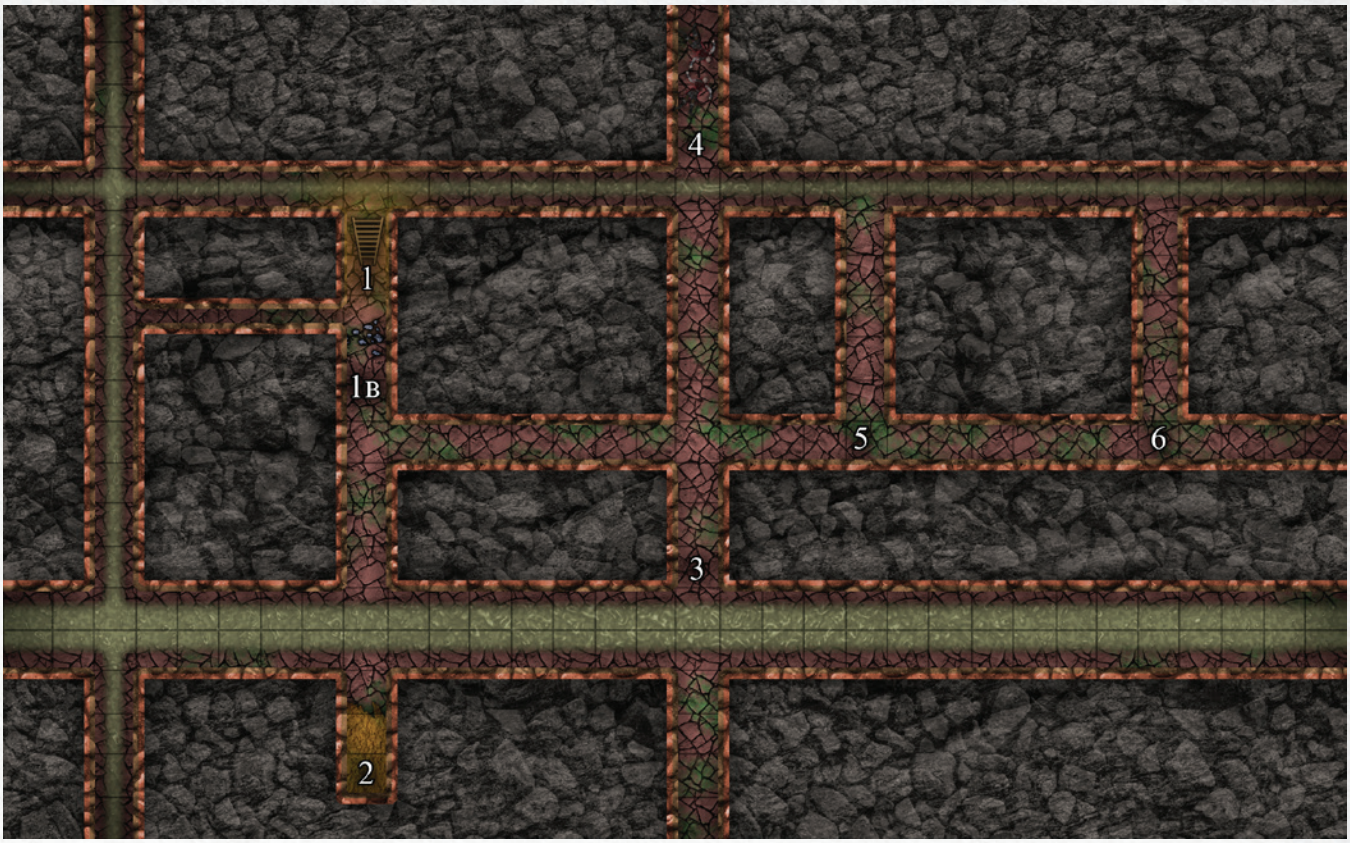
The ceiling of this ancient chamber vaults 30 feet to a peak, where its long-dead druid builders placed a permanent *daylight* spell. The chamber is divided into three concentric rings: the outer ring, which runs between the outside wall and the 10-foot-high hedges; the middle ring, between the hedges and the 5-foot-high water basins; and the inner ring, where the Mad Druid meditates beneath an oak tree.

The Mad Druid uses the standard druid (279) stat block but substitutes *cure wounds* and *faerie fire* for *entangle* and *speak with animals*, and *flaming sphere* for *animal messenger* (the GM should make further substitutions to suit their preferences and tactics). He is attuned to a *staff of the woodlands*. He has already cast *barkskin* and *speak with plants* on himself. The moment the druid becomes aware of intruders in his sanctum, he transforms the tree into a staff.

The Mad Druid's main companion in this area is an *awakened* angler worm (276). It is concealed among the foliage. It has spun three 10-foot-by-15-foot snares. With tremorsense, it can locate characters anywhere in the chamber, regardless of whether it can see them. The worm's job is to prevent intruders from reaching the inner ring.

The Mad Druid has also awakened many viny plants in his sanctum. They notice intruders automatically after 2 rounds, and alert the druid and angler worm if either of them hasn't noticed. As a bonus action, the druid can command the plants to attack; from that moment on, all of Area 9 acts as if an entangle spell was cast on it. The plants interfere with the movement of the party only, not with the Mad Druid, the angler worm, or the dnyad.

The Mad Druid's main weapon against the characters is *flaming sphere*. Hedges part at his command (via *speak with plants*), allowing the druid to see anywhere and the sphere to move freely. Both the Mad Druid and the angler worm fight to the death.



Neotomas' Paradise

Michael Smith

Recently, the homeless of the city have begun to disappear. Few seem to care, and many are actually happy to see them gone. The local magistrate is not, however, and wants these disappearances looked into. Rumors have circulated that, under the cover of night, someone, or something, has been seen descending into the sewers below the market district via a grate in the street. The magistrate has tasked the adventurers with investigating the sewers to see if any clues can be found relating to the recent disappearances.

1. Sewer Tunnels

Ambient light from the world above dimly illuminates the sewer floor directly below the grate. As the adventurers descend into the darkness on a rusty ladder, it can be seen that the red brick of the underground tunnels are covered in patches of slime and moss. Wisps of steam smelling of biological decay permeate the air, and swirl around the adventurers in an attempt to escape through the grate to the surface above. The sound of running water can be heard immediately to the north.

Save for the area just below the sewer grate where the adventurers enter the sewer system, the tunnels are shrouded in complete darkness. Only those characters with darkvision or some form of artificial light will be able to successfully navigate the tunnels. Also, raw sewage (depicted on the map) flows freely through many of the tunnels. Whenever the adventurers come in direct contact with this filth, the GM should secretly roll a saving throw (DC 11 Constitution Save) to determine if they've contracted the sewer plague from parasites in the putrid waters.

1b Discarded Clothes

A large pile of tattered clothing can be seen on the floor. Shirts, pants, and all other manner of apparel can be seen. If any of the adventurers attempt to search through the pile, they will quickly find that it is infested with rats. These rodents do not take kindly to the adventurers rummaging through their makeshift nest, and will immediately vacate and attack the party as a swarm of rats (286). If the adventurers resume

their search of the clothing pile after dealing with the rats, they will find 3d10 gp in partially gnawed coins, as well as a *cloak of protection*.

2. Rat Nest

This area appears to be covered with hay arranged in a pile on the floor. A man-sized shape can be seen imprinted into the hay as if someone has recently been using this as a bed of sorts. This is the sleeping area of the wererat Neotomas who is encountered in Area 6.

3. Haunted Tunnel

As the adventurers enter this area the air becomes cold and mist begins to roll north from the running water to the south. An incorporeal image of a young woman appears kneeling near the water, unaware of the adventurers. Her eyes dart frantically from left to right down the tunnel, seeming frightened of some unknown entity or force. Large red welts appear on her skin, and she raises her hands as if she is fighting off an attack of some sort. She then falls on her back and begins to cry. After a moment she looks up and acknowledges the adventurers, a scowl of hatred etched on her face. She rises and begins to walk towards the party, hands outstretched.

This is Helen, the ghost (280) of a beggar who was kidnapped by Neotomas in an attempt to convert her into a wererat. Helen contracted the sewer plague and died in these dark tunnels before Neotomas could turn her. Her last thoughts were of how no one came to rescue her or even cared, and now she has an everlasting desire to make the living suffer as she did. Only when Neotomas has answered for his crime can she find rest.

4. New Recruits

Two men lie unconscious with rat bites visible on their arms and legs. As the party approaches, they begin to convulse and their bodies transform, taking on a rat-like appearance. These are two wererat (286) beggars that have been infected with lycanthropy by Neotomas. They assume hybrid form and attack the adventurers.

5. The Cleaner

As the adventurers approach this area a gelatinous cube (280) emerges from a small passageway in the northern wall and creeps towards the party.

6. Neotomas's Realm

A man of short stature stands before the party, carrying a small torch. His eyes dart quickly back and forth between the adventurers, and he tells them he is just a beggar that found himself dragged down into the sewers by an unknown assailant, and that he just wants to get topside again. This is actually Neotomas, a natural wererats (286) slaver that is creating his own wererat pack. He will feign helplessness, and then assume hybrid form and attack the adventurers at the first opportunity. Eight companion giant rats (284) will rush to join him in the attack.





Fitcher's

Stephen Yeardley

Fitcher" Lintu is a necromancer, avant-garde taxidermist, and one of the most intelligent, successful, and evil people in Morsain. Outwardly helpful about undead, he's a serial killer that happily sources "raw materials" himself.

Lintu has almost finished his masterpiece secret tableau: two idealized humanoids as aerial lovers. But he can't resist adding "perfect" body parts, and he goes to bizarre lengths to get them. Every hook has happened recently; the adventurers effectively follow up on all three.

Additionally, Lintu wants part of a charismatic character. Unless the adventurers are careful, they might walk into a trap. His raven familiar secretly watches for approaching humanoids from a hidden perch, informs Lintu of arrivals via a talk-tube before they enter, and then chats to people while Lintu prepares. This is a no-holds- barred show-down with a powerful caster—the adventurers had best take care!

Hooks

1. A rash of attacks by skeletons that bite off ringed fingers and escape with their "treasure" leads the authorities to "Fitcher" Lintu for help. The adventurers are to assist as required. Lintu's skeletons gathered items for his tableaux – the rings are incidental by-products.

2. A week later, two Merchant District guards—one female, one male—are found dead, each with a leg and an arm ripped off by jagged teeth. The adventurers are to help Lintu examine the bodies. Lintu watched a lacedon kill the guards, scared it off once it had mutilated the man, and then took the victims' limbs.

3. Later the same week, Lintu stages an exotic taxidermy show. An arson attack ends it, and several people, including a famous actor, are killed, their charred bodies barely recognizable. The gallery owner asks the party to check on Lintu. Lintu set the fire and switched the bodies – the actor's feet were his target.

When the adventurers first arrive at Lintu's windowless shop, it's locked and barred (a successful DC 17 Dexterity check with thieves' tools unlocks the door and a successful DC 17 Strength check removes the bars), and the door is trapped. Neighbors reveal he's dealing with a ghoul. A *phantasmal killer* wards the entryway: *glyph of warding (phantasmal killer)*.

On the adventurers' second visit, the shop is open. Lintu is discussing protection against Haunted Forest[1] undead with senior council members. He apologizes to the adventurers, suggesting they return in an hour or so.

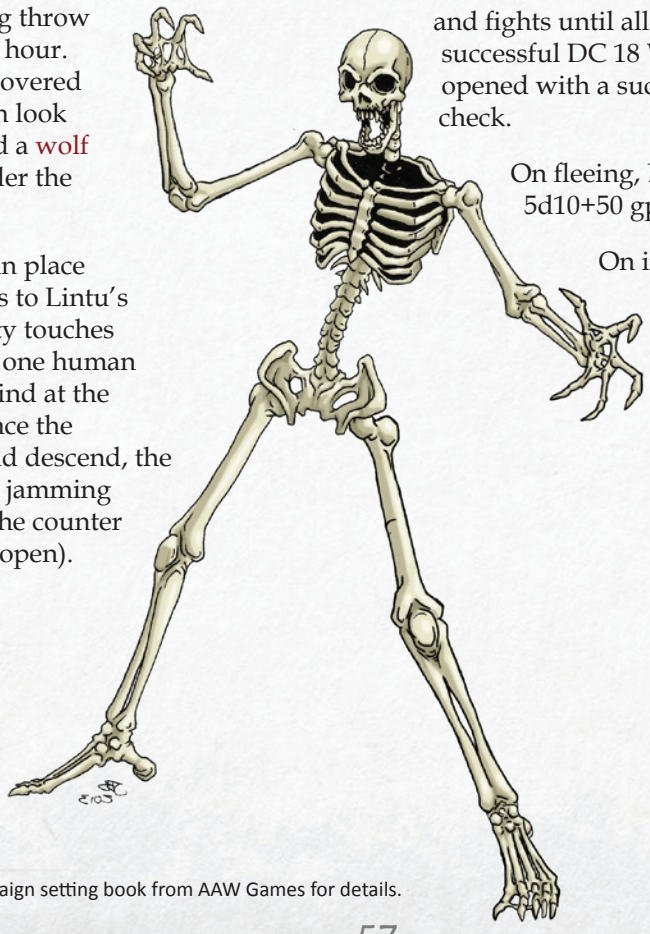
On the third visit, the shop is open and a trapdoor behind the counter is raised. Lintu's raven alerts him, and he sets in motion his plan to trap the adventurers.

Once inside, the adventurers can hear whispered chanting as Lintu closes the door and a *mage hand* locks it. A successful DC 18 Wisdom (Perception) check allows a character to hear the click of a door or lock.

Ground Floor

This 20-foot-square room has a curved, 8-foot-long counter opposite the door, and an angled mirror above. Two sofas are to the right of the door, and a table with a full decanter and three chairs are to the left. The wine is blood-red with a rich, fruity aroma, and a creature that drinks it must succeed on a DC 12 Constitution saving throw or become poisoned for 1 hour. Each sofa has a blanket- covered skeleton (285) on it, which look like sleeping humans, and a wolf skeleton (285) "rests" under the table.

The open trapdoor, held in place by a well- oiled bolt, leads to Lintu's workshop. When the party touches the counter, the wolf and one human skeleton charge from behind at the rearmost adventurers. Once the adventurers beat them and descend, the other closes the trapdoor, jamming the table between it and the counter (DC 18 Strength check to open).



Workshop

This 20-foot-square space has floor-to-ceiling mirrors along the south wall, five cupboards around the walls full of taxidermy and necromancy materials, and four operating tables toward the middle of the room, each with a "skeleton" upon it that attacks when anyone touches the mirrors.

The mirror at the eastern end is a secret door leading to a 2-and-a-half-foot-wide corridor where Lintu hides. The mirror is see-through from his side. Trapped stairs (poison darts; 275) lead down to another secret door. Both doors are found on a successful DC 18 Wisdom (Perception) check and opened with a successful DC 15 Intelligence (Investigation) check or DC 20 Strength check.

Gallery

This 25-foot-square space is made of white marble, and contains eight pristine display plinths (7 outer, 1 central). Each outer plinth has a taxidermied exemplar humanoid on it (an elf, a gnome, and so on), while the central stage has two "perfect" composite humanoids. They all animate as the most beautiful of zombies (287) when living creatures pass, but they can't leave the platforms.

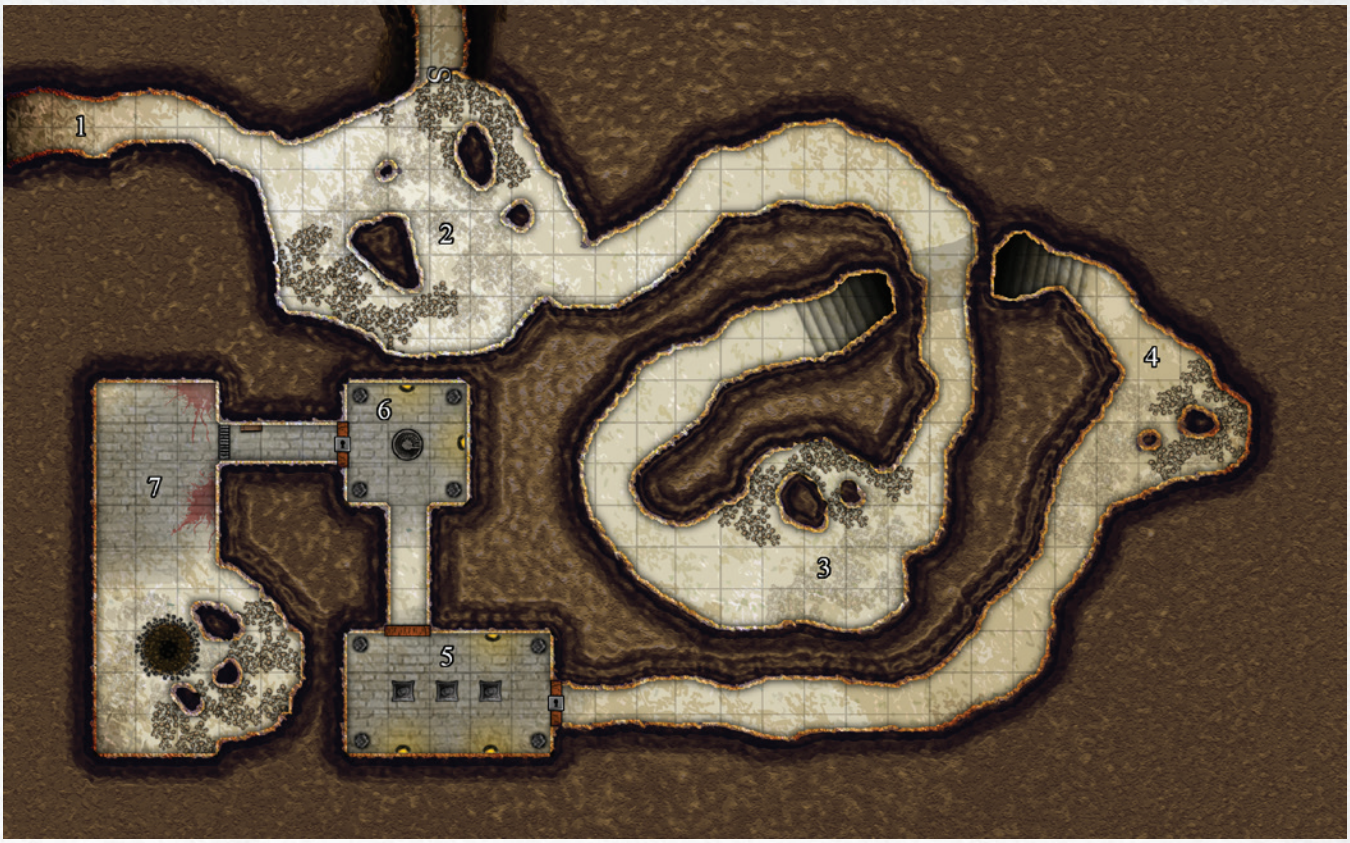
Lintu (mage; 282) retreats to the secret space behind the elf on the eastern wall, spies on the adventurers, and fights until all is lost! All doors are found on a successful DC 18 Wisdom (Perception) check and opened with a successful DC 15 Disable Device check.

On fleeing, Lintu drops six rings worth 5d10+50 gp each.

On inspecting the zombies, the adventurers find the body parts from the hooks.

[1] Check out the Snow White campaign setting book from AAW Games for details.

Stephen Yeardley



When Goblins Die, No Comets Are Seen

Stephen Yeardley

After delving into the upper tunnels of a recently abandoned mine pursuing mutated goblins, the party follows some buckled minecart rails, finding rough tunnels with unexpected chambers at their end. A palpable sense of fear pervades the area.

The last members of a decimated tribe fled into these depths, but have no idea what to do now. They reached Area 5, but felt the sudden appearance of a worked room meant more trouble. Infamous amongst their kind, and fearing an unheralded death, they're currently psyching themselves to fight back to the surface.

1. Lower Entrance

Delving deeper, the party encounters a ghost (280) attacking a goblin-sized wight (287). The ghost touches the wight with a ghostly hand, and it flees towards the party, frightened. The ghost retreats to Area 2, but fights single foes that pursues it. A discarded bent goblin silvered scimitar can be found.

2. Scree Cavern

The scree by each natural column is a mixture of sharp flints and discarded mining tools. A dead, partially chewed goblin sprawls on the northern scree (combat gear removed, other gear remains). The southern scree houses an insect swarm (285). The creatures are coated in coal dust: engaging them in combat covers the adventurers in it as well. Until clean, moving leaves a sooty trail. A successful DC 17 Wisdom (Perception) check finds a secret (unlocked) door in the north wall leading towards natural caverns.

Three destroyed wights block the eastern corridor. One has a silvered dagger buried pommel-deep within it. The goblins overcame them, but took damage, losing levels.

3. Coal Dust and Skree

A coal dust-covered ankheg (276) lurks in the southern section of this chamber, waiting for the *fear* pulse from the statue in Area 6 to send "food." The coal dust renders it immune to cold but vulnerable to fire. Recently it swallowed a goblin, whose gear is recoverable.

The stair passage between contains coal dust 3 inches deep. When the goblins passed through, they disturbed enough that the tunnel is full of deadly gas as per *stinking cloud*. A trapdoor (hinges visible) under the dust reveals a ladder to a small-to-tiny-width corridor steeply descending southwards.

4. Where Goblins Die

The remaining goblins are stuck in this chamber and its southern corridor. Once individually and collectively powerful, they suffered fighting the wights, and each time the statue in Area 6 activates, at least one falls prey to its effects. They fight if cornered, but really want a way out.

All *potions of healing* and 60% of other perishable equipment have been used. This gang would be a formidable force outside the mine, but its members are currently on the edge. A successful DC 14 Charisma (Persuasion) check will win them over as allies, though they must succeed on Wisdom saving throws to assist in fighting anything beyond CR 3. Eventually they will consider their obligation met and slip away down a corridor, at the GM's discretion.

5. The Barrel Room

This locked door (DC13 Dexterity check with thieves tools opens) has a medium-height viewing grill. A surprisingly well-made-and-maintained room is beyond, lit by magical torches. All three pillars contain four poisoned dart traps. If one dart is set off, the DC to perceive the others falls by 5. Three of the four barrels are empty; one contains 10 pounds of ore worth 40 gp.

6. The Statue Room

A central statue of a mining deity gives off a harsh red glow, and emits a *fear* pulse every 5 rounds (10 foot sphere which affects the entire room; DC 14 Wisdom save). Historically, miners wore protective tokens, and the pulse kept other creatures at bay. Casting *dispel magic* on the statue ends the pulse effect for one hour. The small tubs in the corners each hold three protective tokens that used to suppress the effects, but now just grant advantage on Wisdom saving throws vs. the statue's fear effect. The western door is locked (DC 15 Dexterity check with thieves tools opens) and has a viewing grill into the corridor. The corridor ends with a closed portcullis that requires a successful DC 18 Strength check to lift or to hold up each round it is raised. A failed check causes the portcullis to drop closed. A creature in the space when it falls must succeed on a DC 15 Dexterity saving throw or take 15 (6d4) piercing damage. The portcullis can be propped open with a sturdy object. The western door has a viewing grill into the corridor beyond. The box on the north wall holds a broken raising lever.

7. The Razor's Edge

The floor in the center of the corridor conceals a spiked pit trap (275). The well-made floor runs out after about 20 feet.

In the center of the part-natural, part-worked cavern is a sinkhole, with handholds carved into its sides and protrusions acting as steps. The air from its depths is cool and fresh. Just 15 feet down, an *immovable rod* juts out of the rocks. Its previous owner could be anywhere.





Last Stand of the Forgotten Pirate

Michael McCarthy

After losing his ship, his crew, and his leg to a sea monster, the pirate Gnarltooth retired to a much more peaceful profession: fishing. Yet even after two decades spent mostly ashore, Gnarltooth never quite forgot about the creature that scuttled him, nor did it forget him. The pair clashed repeatedly over the years, until Gnarltooth decided to end things one way or another. He hired a druid to call and bind "The Beast" here until one of them finally bested the other for good.

That same druid has asked the adventurers to check in on Gnarltooth. The old orc had made a lot of promises about what he'd do after The Beast was finally put down, and his few friends would like to see him able to pay out. Of course if he didn't make it, there was no telling what treasures the old salt still had hidden in his modest shack.

The Sea

Though it seems calm and safe, the sapphire waters hide dangers below. The coast seems to descend gently, but only five feet out, the sandy floor drops sharply from only three feet deep down to a depth of at least 15 feet. Characters not swimming must succeed a DC 18 Dexterity save or fall into the deep water. Worse, the waters currently hide Gnarltooth's Beast, a plesiosaurus, that attacks from below 1d4 rounds after anyone swims out into deeper waters.

1. The Beach

A simple dirt road ends on an idyllic, sandy beach. The golden sand is interrupted only by an occasional pearly white shell, with a sturdy wooden bridge reaches twenty feet towards a cozy house on a small island just offshore.

2. The Bridge

The sea and the salt haven't been kind to this old bridge, but it remains stable underfoot. Once at least two characters have crossed to Area 2b, The Beast lunges out of the water, making a single attack against one character on the bridge before diving back into the sea and vanishing. Gnarltooth's front door is currently unlocked, but jammed (DC 15 Strength to force it open).

3. Gnarltooth's Kitchen

The rich smell of fried fish fills this modest kitchen, thanks to a whole tuna slowly roasting in the open oven built into the southern wall. Gnarltooth (berserker, "Gnarltooth"; 276) himself sits in one of the kitchen chairs, contemplating his crossbow. He points the weapon at anyone who enters his home, and demands to know why they're here before boisterously claiming that he is about to kill The Beast that took his ship and his leg. A character who succeeds on a DC 15 Wisdom (Insight) check can tell the pirate is all bluster. Indeed, he has just finished draining his reserves of *potions of healing* to recover from the last time he went out onto his dock to face The Beast. He will be hesitant about the adventurers helping him, but eventually agrees.

4. Fishery

The mundane nature of Gnarltooth's daily life is visible here, where fish are gutted, salted, and packed. Barrels of salted fish are stacked neatly in the corner, and a barrel of raw salt sits beside a gore-smeared table. Each of the three 50 lb. barrels would distract The Beast for 1d2 rounds if dumped into the water.

5. Charts and Maps

Cases of sea charts are stacked haphazardly in the corner. Most of them are traditional charts, but some have points marked with large red Xs. Sitting seemingly forgotten atop the cases is a head-sized glowing crystal. This is the druid's lure that calls out to The Beast, and any character holding it will be the focus of The Beast's attacks, whenever possible.

6. Bedroom

Never quite able to get used to sleeping in a traditional bed, Gnarltooth's uses a large hammock mounted between the bedposts. An assortment of mementos of his pirating days, including a rusty cutlass and a cracked (but still functional) spyglass can be found here.

7. Secret Stash

A successful DC 19 Intelligence (Investigation) check locates a well-hidden secret panel in the southern wall of Gnarltooth's home that opens onto a small beach behind his home. A heavy chest banded in iron sits hidden in a fold of the building, containing 50,000 copper coins. A character who succeeds on a DC 20 Wisdom (Perception) check notices a bare patch directly in front of the chest, where a much smaller case filled with jewels (worth 5,000 gp) is buried.

8. Dock

The door leading out to the dock is locked (DC 16 Dexterity check with thieves tools to unlock). Gnarltooth's fishing boat is outside, as well as an assortment of nets, hooks, and ropes that could be easily fashioned into a trap, even for a creature of great size. Movement here attracts The Beast after 2d4 rounds, whereupon it swims beneath the dock before attacking anyone up top.

Conclusion

If Gnarltooth falls to The Beast, the lure will crack, freeing The Beast from its compulsion to remain here, and it will immediately dive into the water and escape. If The Beast is defeated, Gnarltooth sinks to the ground and praises the adventurers for their help. As thanks, he will give them the jewels he has buried out back, as well as a map to a location where he claims he buried a literal prince's ransom.





With a Candlestick

Michael McCarthy

Lord and Lady Scarlet are wealthy, well connected and generally well liked—for nobility. Their social talents have lead to them hosting a national embassy on their estate, which now see a constant exchange of visiting nobility of all stripes.

As one of the most well connected people in politics, Lord Scarlet is a perfect person to ask for a favor that requires political clout, which is why the adventurers are paying him a visit. Yet they arrive at an unfortunate time. Mere minutes ago, Lord Scarlet was found dead in the library of his own embassy, in the middle of hosting a small group of business partners to discuss an upcoming venture.

Lady Scarlet is a sophisticated human woman. Though generally composed, she has recently been trying to get over the fact that Lord Scarlet had been cheating on her the past few months. A character who succeeds on a DC 10 Charisma (Persuasion) check have heard the recent rumors. At the time of Lord Scarlet's death, she was in Room 5a, suffering the attention of Colonel Brassic—which she isn't comfortable sharing.

The Whites are a family who serve the Scarlets. Recently they have 'taken ill' and begun falling behind in their normal duties. In reality, all five Whites have been replaced by dopplegangers (278) who had intended to murder Lord Scarlet and Lady Scarlet in a pinch. A character who succeeds on a DC 18 Wisdom (Insight) check note the Whites lingering around corners, watching everything.

The Verdant Knight (286) is a noble-seeming adventurer, but is generally a scoundrel. He hired dopplegangers to kill Lord Scarlet to increase his share in the upcoming expedition, then did the job himself when he grew tired of waiting. A character who succeeds on a DC 15 Wisdom (Insight) check notice he is unusually calm about the matter of the host's death, which he passes off as being a seasoned adventurer. Succeeding by 5 or more notes that he is watching the Whites frequently, and fidgeting when they are nearby—actually communicating with them in code. At the time of Lord Scarlet's death, the Verdant Knight claims, (Deception +4) to have been in the library in Room 6a with Mrs White—which she will verify.

Colonel Brassic is a severe woman who didn't like Lord Scarlet, but was willing to hear his proposition about a new expedition that could benefit them both. A character who succeeds a DC 15 Intelligence (History) check recalls a history of bad blood between the two: Lord Scarlet stole credit for Colonel Brassic's work. At the time of Lord Scarlet's death, she was in Room 5a with Lady Scarlet attempting to convince her to have an affair in revenge for Lord Scarlet's own indiscretions. She is unaware Lady Scarlet thought that she was implying to have an affair with her.

1. Entry Hall

An assortment of artistic statues line the entry hall. When the adventurers arrive, Lady Scarlet is pacing here while the doppelganger impersonating Mrs. White attends her. When the party arrives she will suddenly grow silent before welcoming them and informing them of Lord Scarlet's passing. After a moment, she will ask if they will assist her by investigating the matter—as she can't trust anyone already here.

2. Main Hall

This large hall is for guests to mingle. A successful DC 12 Wisdom (Perception) check notices a candlesticks is missing from one of the alcoves along the side of the room.

3. Council Chamber

Two dozen large and comfortable chairs fill this room, oblivious of the drama elsewhere.

4. Storage Room

Room 4a contains a small kitchen while Room 4b contains cleaning supplies—and the carefully preserved bodies of the original White family. The door to Room 4b is locked (DC 15 Dexterity check with thieves tools to open). Two dopplegangers, impersonating the White sons, wait in Room 4a for the fuss to die down so they can dispose of Lord Scarlet's body. They will not break cover unless attacked.



5. Private Study

These rooms are set aside for meetings with visiting dignitaries. One of the dopplegangers, Mr. White, tidies Room 5c. He will attempt to discreetly take a character aside privately, and then attack that character while out of sight to assume their identity. If the adventurers resist being separated, he will lie (Deception +6), saying he saw Lady Scarlet approaching the library at the time of the incident.

6. Library

An assortment of legal texts from distant countries line tall, solidly built bookshelves. In Room 6b, Lord Scarlet's cooling body sprawls just inside the southern doorway, and a blood-smeared candlestick lays nearby. A character who succeeds on a DC 17 Wisdom (Perception) check in Room 6a can tell it hasn't been disturbed in several days.

7. Heroic Altar

The feet of these statues, which depict local heroes, are covered with flowers and small mementos.

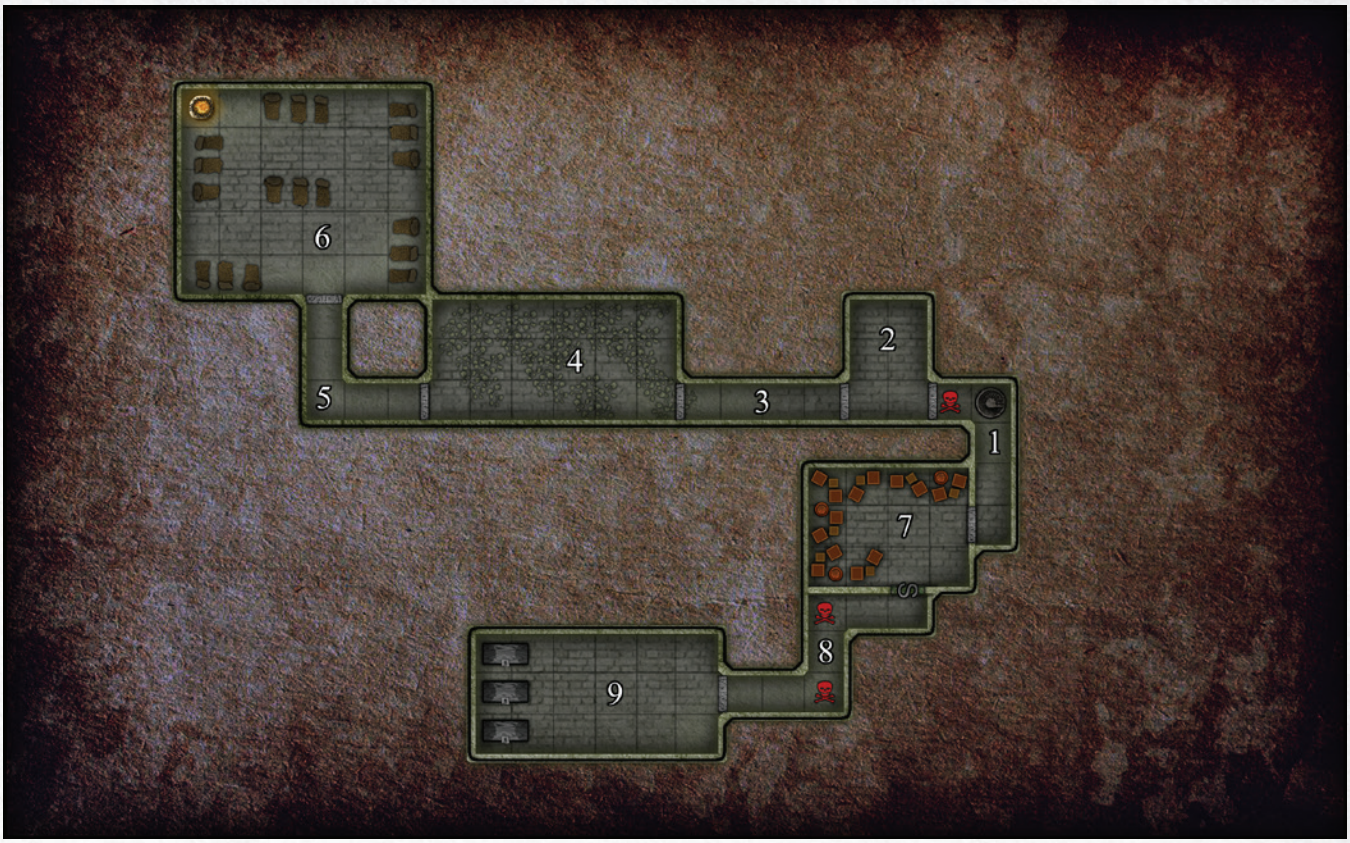
8. Antechamber

Comfortable stuffed chairs sit in each corner of these otherwise empty rooms.

9. Courtyard

Open to the sky and carefully manicured, these courtyards are common areas in the embassy. The Verdant Knight and Colonel Brassic sit opposite one another in Room 9b, discussing their late host, Lord Scarlet. One of the dopplegangers, the young Ms. White, attends them.

Michael McCarthy



Thelamos

Jonathan Ely

This dark, stinking complex is located deep in the earth, buried underneath a major city or town and accessed by the sewer system. Once the hideout of a long-forgotten band of thieves that operated in the city long ago, these chambers have since been discovered and taken over by a group known as The Sons of Arratoi. They have undertaken a number of daring attacks and raids in and around the city, achieving a degree of notoriety, but no one has yet traced them back to their lair.

1. Entrance Chamber

A small circular staircase leads up from the deepest sewers into this narrow corridor, and the gloom is impenetrable unless the adventurers have their own lighting. The stench of urine and feces is overpowering, and all characters must succeed on a DC 14 Constitution save or become poisoned for 1d4 rounds. A successful DC 15 Wisdom (Perception) check allows a character to hear the faint squeaking of rats in the darkness. Two doors are available from this area; the entry to Chamber 2 is protected by a poison darts (275).

2. Guard Room

This room contains two wererats (286) who are guarding the areas beyond. Depending on the subtlety of the adventurers, they may be either playing cards in human form and completely surprised, or prepared for combat in hybrid form having heard the party.

3. Corridor

This short corridor is entirely unremarkable.

4. Rubble-Strewn Chamber

This space has suffered some form of collapse, and the floor is smothered with rubble. Although the chamber has long since stabilized, the layers of rock make for difficult terrain when moving across the room. The layers also conceal a poisonous snake swarm (286) that boils out of every nook and cranny.

5. Corridor

This L-shaped corridor is entirely unremarkable.

6. Sleeping Chamber

This large, crude chamber is particularly foul and the source of the smell within the complex. Eighteen simple sleeping pallets are scattered across the room, which is dimly lit by a coal brazier. Three wererats (286) who are resting after a prolonged period of crime reside here. Depending on the subtlety of the party, they may be in human form and dozing, leaving them completely surprised, or they may have heard the party and are in hybrid form, prepared for combat.

7. Loot Chamber

This relatively large chamber is stuffed with boxes, crates and kegs from various recent raids and thefts. These containers hold mundane, bulky, mid-value items such as bolts of cloth, kegs of alcohol, sacks of foodstuffs, and so on. At the GM's discretion, these items can be taken as part of the adventure's reward, or they can be the source of the adventure and their recovery can lead to a reward. A successful DC 18 Wisdom (Perception) check allows a character to identify a secret door fitted discretely into the wall.

8. Hidden Corridor

This well-hidden door opens with a click and swings quietly into the darkness on well-oiled hinges. The corridor is protected by two *glyphs of warding*, as marked on the map; if both are simultaneously stood upon by medium-sized creatures, then the square between them is struck by an ancient *inflict wounds* spell.

9. Secret Chamber

This chamber is a relatively secure area containing the accumulated non-trade wealth stolen by The Sons of Arratoi. Aware of the trap within the corridor outside, only the group's leader— a half-red dragon veteran (281) by the name of Sarranis—enters the area. If cornered within this room, he is likely to fight with fury and desperation to defend his wealth, but may use it to bargain his way out of combat if the party looks too strong to destroy. There are three large chests in this chamber which contain approximately 600 gp, mostly in copper and silver pieces, as well as several low-grade semi-precious stones worth 5-10 gp each.





In the Garden of Death

Michael Holland

Murder and mystery await the adventurers in the underground Nalineum of Jacint Nali (LE human veteran; 286). Jacint, a retired adventurer, discovered the spring and used his wealth to build the oasis for the aristocracy.

The adventurers have been invited to the Nalineum by Lord Fen Drustan (LN human noble; 283), a merchant lord whose caravans have recently suffered numerous attacks. He suspects the involvement of one of his rivals, Merchant Lord Flor Ecarist (LE human "noble") or Lord Devan Sevant (LN human "noble"). He has asked the adventurers to subtly query both men. Drustan wants information, not confrontation or violence. Either suspect could be responsible for the attacks, and rumors are plenty. Merchant Lord Ecarist is an unscrupulous businessman. He is sly, but he indulges too heavily in his vices. Any woe Lord Drustan suffers works to his advantage. Lord Sevant is an elitist who sees the merchant lords as upstart commoners who should learn their proper place.

The adventurers will also meet Maestro Cer Baldovin (LE "bard," actually a *polymorphed* dream eater (279)), who made his name as a poet laureate. He has become enthralled with the machinations of the aristocrats in recent years. It is rumored one of the aristocrats secretly sponsors him, enabling Baldovin to maintain his lavish lifestyle.

Responsible for the safety of all guests, Captain Horaci (LN human city watch captain; 277) is a lifelong friend of Jacint Nali who served in the city guard until Jacint hired him. The captain has earned an honest reputation.

Additionally, the Nalineum hosts dozens of other guests, all of whom are lesser lords, ladies, and merchants. GMs should name these NPCs and determine their points of view towards the key NPCs listed above.

Allow the adventurers to explore the Nalineum and meet its patrons. Servants cater to their needs, and newcomers are always a point of interest for regular patrons.

When the adventurers go to report their suspicions about the caravan attacks to Lord Drustan, they find he has been stabbed to death, and the adventure becomes

a murder mystery. Jacint Nali sends for an inquisitor, but asks the adventurers to investigate further while they wait. When the inquisitor arrives, they question the adventurers as to their findings. Have the adventurers fingered the right suspect?

1. Vestibule

The tunnel opens into a decorated vestibule with an intricately carved oak desk. A servant greets patrons while guards (281) confiscate any visible weapons and secure them in Area 2. Patrons are escorted through the small wooden door behind the desk. A gentle steam rises between the wooden planks of the t-shaped chamber, keeping patrons warm while they change into the draping, white linens customarily worn in the Nalineum.

After the murder, the guards and servants in the vestibule insist no one has departed.

2. Guard Post

This long, narrow chamber is manned by Captain Horaci and six "guards". The guards respond to any trouble and patrol every hour. Captain Horaci has a key ring with two old iron keys that opens the tunnel leading to Area 9 and the cell found there.

3a. Relaxing Pool

Several tables surround a fountain, which circulates the waters of the spring. Most of the patrons relax here.

Lord Ecarist and Lord Sevant warm themselves at the hearth, bantering over numerous topics. The two men do not like each other, and their words are full of barbs. During one of Baldovin's walks through the Nalineum, Lord Ecarist goes to find him. Lord Sevant disappears for a carnal tryst with one of the lesser aristocrats.

3b. Jacint's Garden

This chamber is Jacint Nali's pride and joy, his garden. The floor is covered in soft grass. Magnolia trees and lavender bushes fill the air with sweet smells.

Maestro Baldovin spends most of his time lounging here in the grass, getting quite messy. Occasionally, the old bard entertains guests with a poem, or wanders the halls. After the murder, a character who succeed on a DC 15 Wisdom (Perception) check notice his hands are clean.

4. Jacint Nali's Quarters

The furniture in the room is simple but well crafted. The walls of the chamber are covered with strange murals of priests making sacrifices to a dark god who looms over them from above. After the murder, one of Jacint's personal daggers can be found under the bed, covered in blood.

5a. Kitchen

Two cooks and a trio of scullery maids prepare meals upon request. Before the murder, one of the cooks saw a cloaked man sneaking through the hallways west of the kitchen.

5b. Larder

This chamber holds foodstuff and expensive libations.

6. Well

Stairs descend to a well. After the murder, one of Jacint's cloaks can be found here with blood on it. A successful DC 12 Wisdom (Perception) check reveals the murderer left traces of blood here while cleaning themself.

7. Library

Jacint keeps a fine collection of rare books. Lord Drustan retreats here immediately upon arrival, leaving the adventurers to their investigation. When he is found dead, a successful DC 15 Intelligence check identifies a dagger as the murder weapon.

8. Servant's Quarters

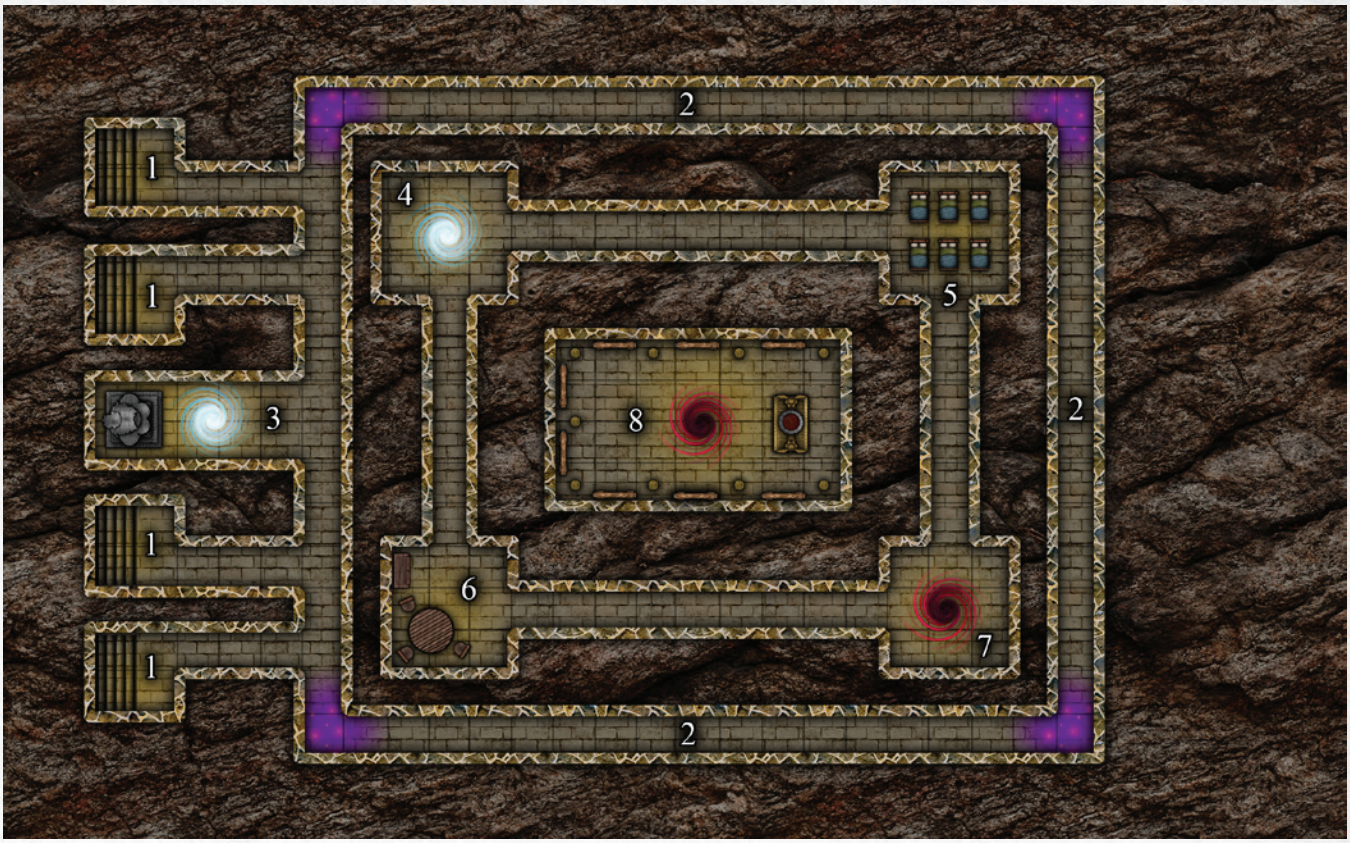
Three servants rest here. Before the murder, the servants heard Lord Ecarist and Baldovin arguing outside the chamber.

9. Ancient Cell

Nothing of value is stored here, and Captain Horaci uses it rarely. The structure of the cell has weakened with time and can be broken through with a successful DC 15 Strength (Athletics) check.

The Reveal

Maestro Baldovin is the murderer, but he had no known quarrel with Lord Drustan. Baldovin's secret master, a mage in the employ of Lord Sevant, ordered the dream eater to commit the foul deed in such a manner as to frame Jacint. While Baldovin had been seen arguing with Merchant Lord Ecarist, it is because he owed the lord a great gambling debt. (The dream eater has been forbidden from using its special powers except as directed—or to defend itself.) Baldovin stole Jacint's dagger and cloak from the seneschal's quarters. After the murder, Baldovin returned the bloody weapon to the seneschal's quarters and cleaned himself at the well, abandoning the cloak there. When he returned to the garden, the murder had already been discovered and he could not flee. If attacked or otherwise forced into a corner by the adventurers, the "bard" will reveal himself as a most dangerous and unexpected opponent indeed.



Sanctuary of Exsanguination

Michael Smith

Many years ago, the witch priestess Segolia established a temple in the frontier town of Feluxia. In exchange for healing services to the town, Segolia only demanded the weekly sacrifice of orcs and other raiding humanoids. As the frontier has pushed further away from the town and the area has become more civilized, raids by monstrous humanoids types have become few and far in between. However, Segolia still demands her sacrifices, and some of the townsfolk have begun to disappear. The mayor has hired the adventurers to investigate Segolia's temple as he believes her to be behind the recent disappearances, but is afraid of confronting her himself or sending the town militia for fear of offending her if she is not.

1. The Doors Within

Two ornately dressed temple guard (CE berserkers; 276) stands watch at each of the entrances leading into Segolia's temple. If the adventurers choose not to attack the guards and instead try to seek an audience with Segolia, then the guards allow passage. They direct the adventurers to the trapped hallways of Area 2 per Segolia's recent instruction. 1d4 rounds after the adventurers have encountered the traps, the guards will send the gargoyles (280) from Area 3 to collect the adventurers and take them to Segolia in Area 8 for sacrifice to the witch priestess herself. Each guard possesses a special ring that prevents the traps of Area 2 from activating when they are within proximity.

2. The Halls Within

A musty smell pervades within this long, dimly lit hallway. Anyone coming within 30 feet of any corner of the hallway springs a *symbol of hopelessness*. In past times sacrifices were forced to walk these hallways, but now all that seek entrance to the temple learn of its perils.

3. The Guardian

A statue of a beautiful woman stands before a glowing white portal floating just above the floor. This statue is actually a gargoyle (280), and it will immediately attack anyone coming within 5 feet of it that is not

dressed in the ornate garb of the temple guards. Anyone entering the square the portal occupies will be instantly transported to Area 4.

4. Emergence

As the adventurers emerge from the portal, they see two gaunt men with leathery gray flesh staring at them with glowing crimson pupils. These "men" are actually wights (287) that will attack anyone emerging from the portal not dressed in the ornate garb of the temple guards. A successful DC 18 Wisdom (Perception) check is required to avoid being surprised by these wights. Their tactics are to immediately attempt to shove the closest character and push them back through the portal to Area 3. If successful, they follow through and attempt to grapple an opponent and then drag them down the hallways of Area 2 to face the hazards of that location.

5. Meager Rest

This small area has six cots on the floor and is the meager living quarters of the temple guards. Three guards (CE berserkers; 276) are currently resting here. A successful DC 18 Dexterity (Stealth) check is required to not wake them, otherwise they will jump up and immediately attack anyone that has made it this far into the temple. A successful DC 15 Intelligence (Investigation) check uncovers 500 gp in various coins littered among the guards belongings.

6. Meager Repast

There is a small table with 4 chairs, a cupboard, and hooks on the eastern wall that various bloody meats are hanging on. Four plates full of raw meat adorn the table.

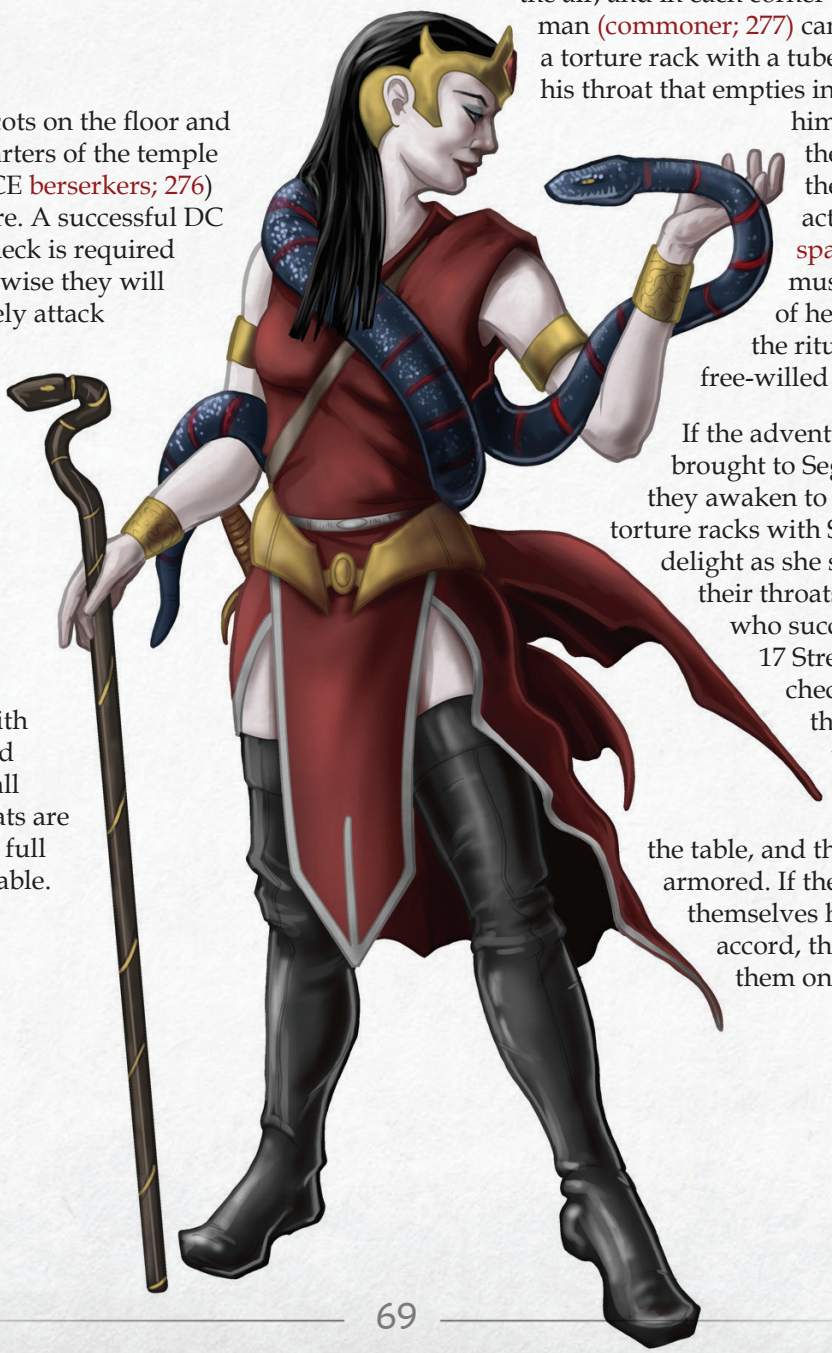
A successful DC 10 Intelligence (Investigation) check reveals 20 gp of silverware and crystal glassware to anyone searching the cupboard.

7. The Temple's Heart

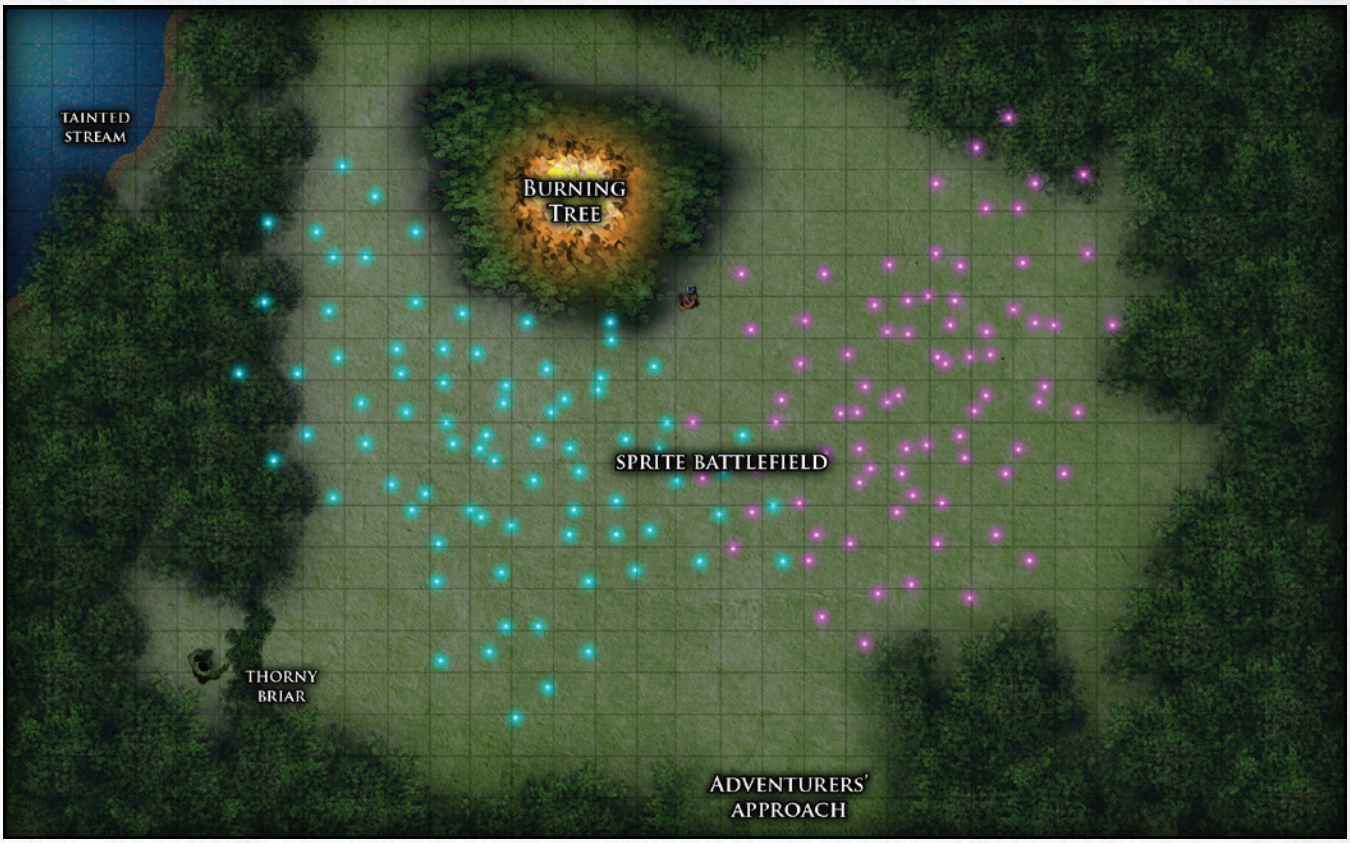
An eerie, glowing, bloody mist forms a magical portal in the air, pulsating with the rhythm of a beating heart. Moans of ecstasy and screams of fear can be faintly heard emanating from the portal. Anyone entering the 5 foot square the portal occupies is instantly transported to Area 8.

8. Segolia's Sanctuary

As the adventurers emerge from the red mists of the portal, they see a woman standing over a table, near the eastern wall. The strong scent of vinegar permeates the air, and in each corner of the room a man (commoner; 277) can be seen tied to a torture rack with a tube shoved down his throat that empties into a bucket before him. This is Segolia, the witch priestess of the temple, who is in actuality a vampire spawn (286) who must consume the bile of her victims as part of the ritual to maintain her free-willed undead state.



If the adventurers have been brought to Segolia involuntarily they awaken to find themselves on torture racks with Segolia moaning in delight as she shoves tubes down their throats. A character who succeeds on a DC 17 Strength (Athletics) check breaks free from the ropes binding them to the rack. The adventurers weapons are on the table, and they are still fully armored. If the adventurers find themselves here of their own accord, then Segolia attacks them on sight.



The Burning Tree of Coilltean Grove

Justin Andrew Mason

While traveling deep in the forest, the adventurers happen upon a violent feud between two tribes of sprites (285) vying to add a sacred grove to their own territory. While such disputes among the fey are not uncommon, it is rare for these hostilities to escalate into warfare.

Coilltean Grove is tended by a dryad caretaker named Flùràlainn (dryad; 279). She has unsuccessfully tried to negotiate a truce between the Briarvine and Thornbranch sprite tribes—even offering to evenly divide her home between them if it would stop the war. When diplomacy failed, she resorted to using force to dissuade them from their actions. This prompted the sprites to set her most beloved tree ablaze.

The adventurers arrive as the frantic dryad attempts to douse the flames. The distraught Flùràlainn begs for assistance (20 gallons of water to extinguish the tree or it is destroyed in 4 rounds).

If the adventurers successfully douse the flames they gain advantage on Charisma (Persuasion) checks made with Flùràlainn, and she considers them true friends.

Meanwhile within the grove, the two tribes of sprites ferociously slaughter one another, but do not attack others unless they are directly engaged. If the adventurers attempt to stop the battle by force, both tribes attack (seven sprites targeting each character) for consecutive two round intervals as long as they continue to interfere.

The tearful dryad explains that the sprites have all gone insane—each consumed with an unnatural greed to claim her home as their own. She explains that she has long been an ally to the sprites but recently darkness has taken over their minds.

Unbeknownst to all, the nearby water supply, used by both tribes, has been tainted by an evil mage (282) named Dubhar, who watches gleefully at a distance while the sprites wage war. Water from the stream is cursed with evil. Any intelligent creature who drinks from it must succeed on a DC 15 Wisdom save or their alignment shifts to evil for 1d4 hours.

The evil mage is hiding in the dense foliage and intends to claim the grove as his own after the sprites have diminished their numbers and dealt with the dryad protector. He is none too pleased about the arrival of the adventurers, but only takes action if he is discovered. A character who succeeds on a DC 15 Wisdom (Perception) check has the eerie feeling of being watched, and a character who succeeds on a DC 15 Wisdom (Perception) check determines his hiding spot.

If discovered, Dubhar attacks with fire (*fireball*) and ice (*ice storm, cone of cold*), while hiding behind a stout thorny briar (awakened tree; 276). Dubhar abhors physical violence (when it applies to him), preferring to utilize *greater invisibility* and fly to flee rather than engage adventurers who get too close to him.

If Dubhar's hit points are reduced below half, he surrenders and grovels for his life. He agrees to immediately release the sprites from their curse if he is allowed to flee. It's an honest offer, and the evil mage fulfulls his commitment. If he is released the sprites (now aware of events) converge on the evil mage as he flees until he is killed. If Dubhar is instead dispatched by the adventurers, the curse is lifted and the sprite war immediately ends.

As the two largest tribes in the forest, each consists of 120 sprites (285). The chieftain of the Briarvine is a female named Shimmerleaf, and the chieftain of the Thornbranch is a male named Strongbranch.

Though typically the sprites have a CN alignment, the curse has shifted their alignment to CE. This effect persists for 1d4 hours after the fey last consume the evil water or until the curse ends.

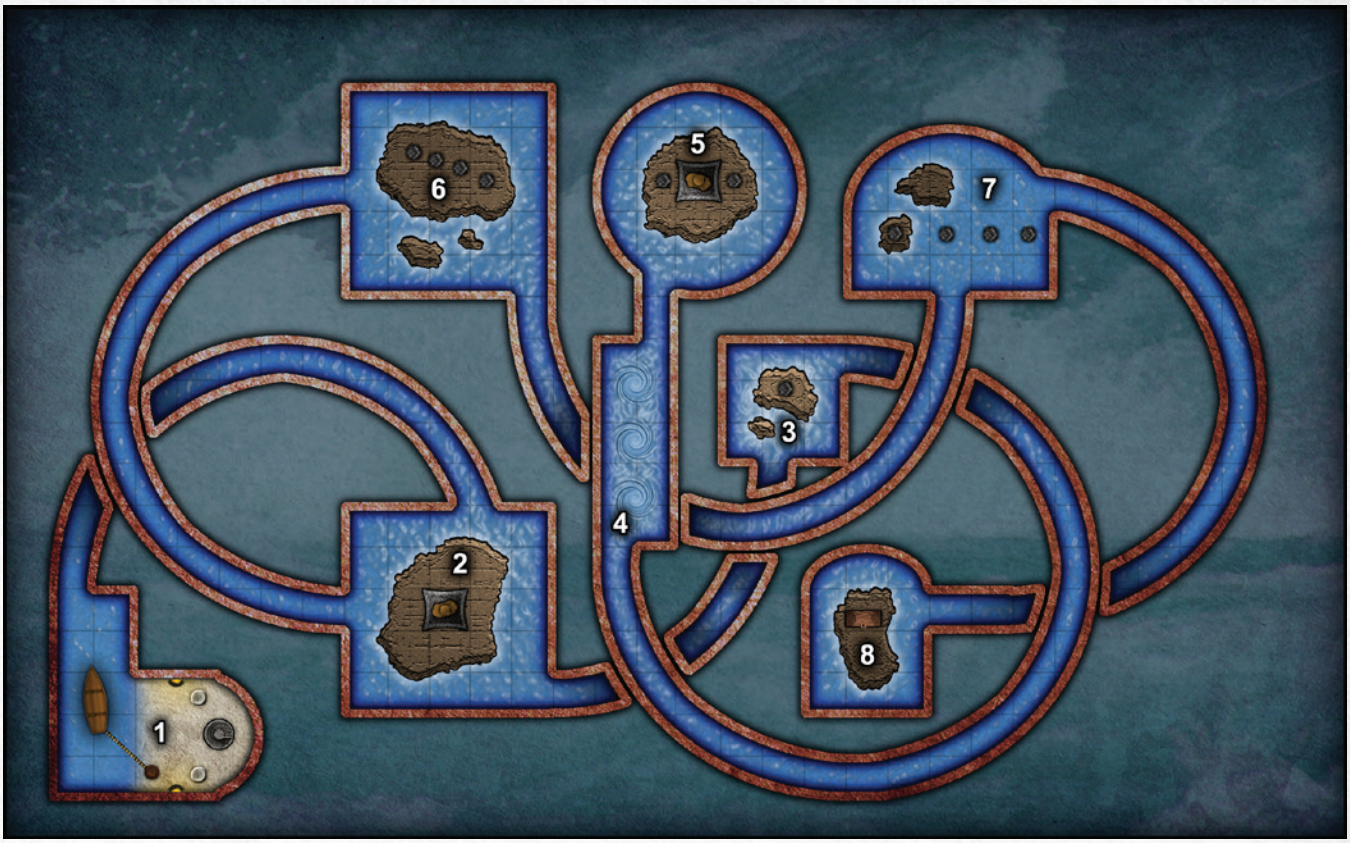
Every round that the sprite war continues, roll 1d10 for each tribe to determine how many of their members are killed. The first side to diminish to fewer than 40 combatants flees back into the forest. The victorious tribe then turns their attentions to the dryad, intent on disposing of her potential threat. If the adventurers have befriended Flùràlainn they are also attacked. The sprites continue their attack until their numbers are also diminished to fewer than 40 and then they flee back into the forest.

If the curse is lifted, the remaining sprites consider the adventurer's saviors and vow their loyalty before they begin the sad process of gathering their dead. The adventurers gain advantage to all Charisma (Persuasion) checks with all sprites that inhabit the forest.

However, if the curse isn't lifted and instead the warring sprites are allowed to diminish in numbers until they all flee, the adventurers are seen as an eternal enemy of the sprites and suffer disadvantage on Charisma (Persuasion) checks with all sprites that inhabit the forest.

If Dubhar isn't dealt with before the end of the encounter, the grimstalker quietly escapes to return after the adventurers depart in a final attempt to kill Flùràlainn and claim the grove as his own.





The Siren's Lament

Colin Stricklin

Sirens rarely find true love, but the one haunting this watery memorial managed the trick. Unfortunately her father, a powerful spirit called the Sea King, disapproved of the match. He conjured a storm to sink her lover's ship, not realizing the depths of his daughter's attachment. The siren's subsequent suicide drove the Sea King to build these winding passages in a fit of remorse. They are a monument to the love that he destroyed, and a home for his daughter's anguished spirit.

The Siren's Lament in Your Campaign

The drowned lover was not just any sailor, but a wealthy ship's captain. The treasure, now lying in Room 8, was to be a bride price for the Sea King, but it may hold more than mere gold. If your campaign needs a lost map, a magical compass, or some other missing McGuffin, it can lie with the treasure in Room 8 or with the captain's remains in Room 5.

1. The Cove

The last treasure hunters to search The Siren's Lament were beaten by the figurehead in Room 2. They can now be found drinking at the nearest dockside tavern. Their rowboat is tied off beside the dungeon entrance; they abandoned it rather than carry it back up the long, spiraling stairs to the top of the sea cliffs. Weeks have passed however, and the dinghy isn't exactly shipshape. If it's not bailed out constantly it sinks.

2. The Figurehead

The sea captain's wrecked ship was named *White Lyre*. Its figurehead was carved in the likeness of an elven troubadour playing his instrument. Standing upon a piece from its own wrecked ship, this figurehead now acts as a tomb guardian. Its gentle music keeps the siren's spirit at peace, but the creature (shambling mound; 285) is less gentle with intruders.

When the figurehead is defeated its music stops. This awakens the siren's dormant spirit, which in turn causes her grief to manifest as a supernatural storm. It

begins gently, with moaning winds and choppy waters. As the adventurers move deeper into the complex, however, the storm becomes dangerous. The rowboat requires twice the effort to keep from sinking, strong undertows pull swimmers to the bottom—requiring a successful DC 15 Strength (Athletics) check to avoid going under—and *gust of wind* or *call lightning* interfere with combat.

3. Haunted Porthole

Another piece of the *White Lyre* bobs on the water's surface. When the adventurers enter this room, they can hear a faint knocking sound from a porthole in the wood. If they investigate, the adventurers see a handsome man in a captain's coat through the glass. He screams silently, desperate to get out. The man is a wraith (287) who looks human enough when seen beneath the water. The wraith encourages its victim to open the porthole, which can only be accomplished with a successful DC 16 Strength check and from under the water.

4. The Siren's Lament

The storm rages loudly here. Occasional gusts of hurricane force winds (as *wind wall*) make progress difficult, and swimming potentially deadly.

5. Sea Captain's Tomb

This room holds a sarcophagus made from driftwood. It is adorned with exotic flowers, seashells, and other curiosities of the deep. The sea captain's remains are inside. A leather cord around the body's neck holds the key to the chest in Room 8. A successful DC 18 Wisdom (Perception) check reveals that his eyes are pearls (200 gp each).

6. Happy Memories

The portholes in this room's wreckage show visions of the happy memories of the sea captain and the siren. These include their meeting on a tropical beach, her singing, and the sea captain's promise to return with a proper bride price.

7. The Nameless Child

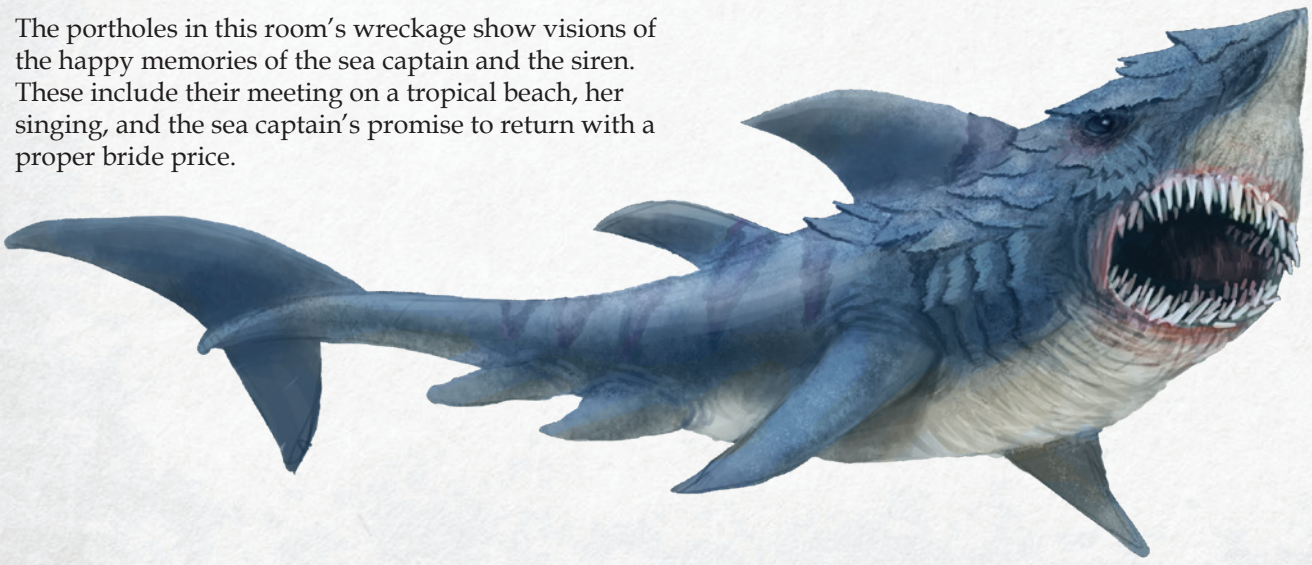
A sad little girl stands upon more wreckage from the *White Lyre*. She has convinced the Sea King that she is the child the doomed couple never had, though in reality she is a phantom foundling (283). When the adventurers arrive she says, "Please, I've been stuck here for days!" She attempts to embrace the first character to come within 5 feet of her with her withering grasp, caring little for her own safety.

8. The Tethered Chest

A treasure chest covered by indestructible coral rests at the heart of this chamber. It is possible to pick the lock with a successful DC 15 Dexterity check using thieves' tools, though it takes a successful DC 18 Dexterity (Sleight of Hand) check to avoid 1d6 slashing damage from the coral. However, it is impossible to open the chest without the key from Room 5. The coral holds it shut.

A treasure chest covered by indestructible coral rests at the heart of this chamber. The lock can be opened using the key from Room 5 or picked with a successful DC 15 Dexterity check using thieves' tools, though a creature opening the chest must succeed on a DC 18 Dexterity saving throw or take (3) 1d6 slashing damage from the surrounding coral.

The chest contains 600 gp; 3,334 sp; three pearls; a *pearl of power*; and a *cloak of the manta ray*. Once the chest is opened it triggers a final vision: the Sea King accepting his bride price from the ghostly couple. Afterwards, the entire complex floods in 1d4+1 rounds. At the GM's discretion, the ancient giant shark (285) Sawfin, known to patrol the area, may be inspecting the commotion as the adventurers exit.





The Spirit Bottle

Stephen Yeardley

The Spirit Bottle is about the last place anyone visits for hospitality in Morsain. Dirty, dark, cramped, and with a dubious reputation with regard to its drinks, the adventurers nonetheless find themselves tasked with visiting Sielu, the half-orc proprietor. Kaitsija, a night hag (283), lost a bet with a glabrezu and now guards his "extremely valuable bottles" as forfeit. She must also curb her natural instinct for slaughter—a harder task—but that doesn't mean her dingy bar is a safe place to visit.



Hooks

1. Some rowdy out-of-towners insulted the owner of "The Spirit Bottle" and started a fight. They were arrested, and the adventurers have been asked to deliver the half-orc proprietor's due compensation.

2. A renowned dwarven bon viveur claims his drinks were spiked by the half-orc owner of "The Spirit Bottle" so that he would lose a bet. He wants you to check the place for skulduggery.

3. It's said the drinks at "The Spirit Bottle" cause staggering hang-overs that stop you sleeping properly for days after the event. The authorities ask the party to conduct a "health and safety visit" to check the quality of the alcohol on sale.

Ground Floor

The gloomy tavern is small, with an entrance in the southeast corner, a bar in the northwest, and only two tables and four chairs. When the adventurers arrive, three regular clients are present: a mirror hag (283) disguised as a human fortune-teller, a doppleganger (278) in hobgoblin form at the bar, and a shadow antipaladin (285) sitting at one of the tables. Kaitsija is behind the bar, feeding a rat something that looks like a humanoid finger. The place is very dark thanks to the derro's at-will darkness ability, which all the creatures appreciate in their current forms and is a deliberate ploy.

If the adventurers attempt strong-arm tactics such as intimidating or commenting on the drinkers, demanding free drinks to test their suitability, or trying to increase the light level, each patron attempts to grapple or otherwise subdue a character.

Kaitsija (night hag; 283) won't break the terms of her agreement with low-level adventurers, but she will break a bottle over the nearest character's head and melt into etherealness, retreating below the bar. The floor behind the bar has 8-inch round holes in three corners. There are six bottles under the counter, and about 30 glasses of various sizes and conditions.



Storeroom

If the adventurers make it here, they find six more bottles of assorted spirits. A successful DC 15 Wisdom (Perception) check reveals a shape in the general dust of the place that is roughly 1-foot-by-2-foot; Kaitsija took her cashbox from here. A spying quasit (276) clings to the ceiling, permanently in small monstrous centipede form, as part of the deal with the glabrezu. There are 8-inch round holes in three corners of the ceiling and floor.

Sielu's Room

This 20-foot-by-20-foot room is utilitarian and sparsely furnished. A large threadbare rug covers the entire floor. A double bed, two sizable chests (holding clothes of assorted sizes and styles), a bathtub for washing, and a table with three chairs are all that are easily visible. One fine chest has a false bottom (DC 20 Wisdom [Perception] check to discover) that contains coded details of the lost bet and 20 packs of rose petals. There's an invisible, trapped (*symbol of sleep*), silver fine-wired cage (worth 200 gp) containing a dozen live crickets on the table.

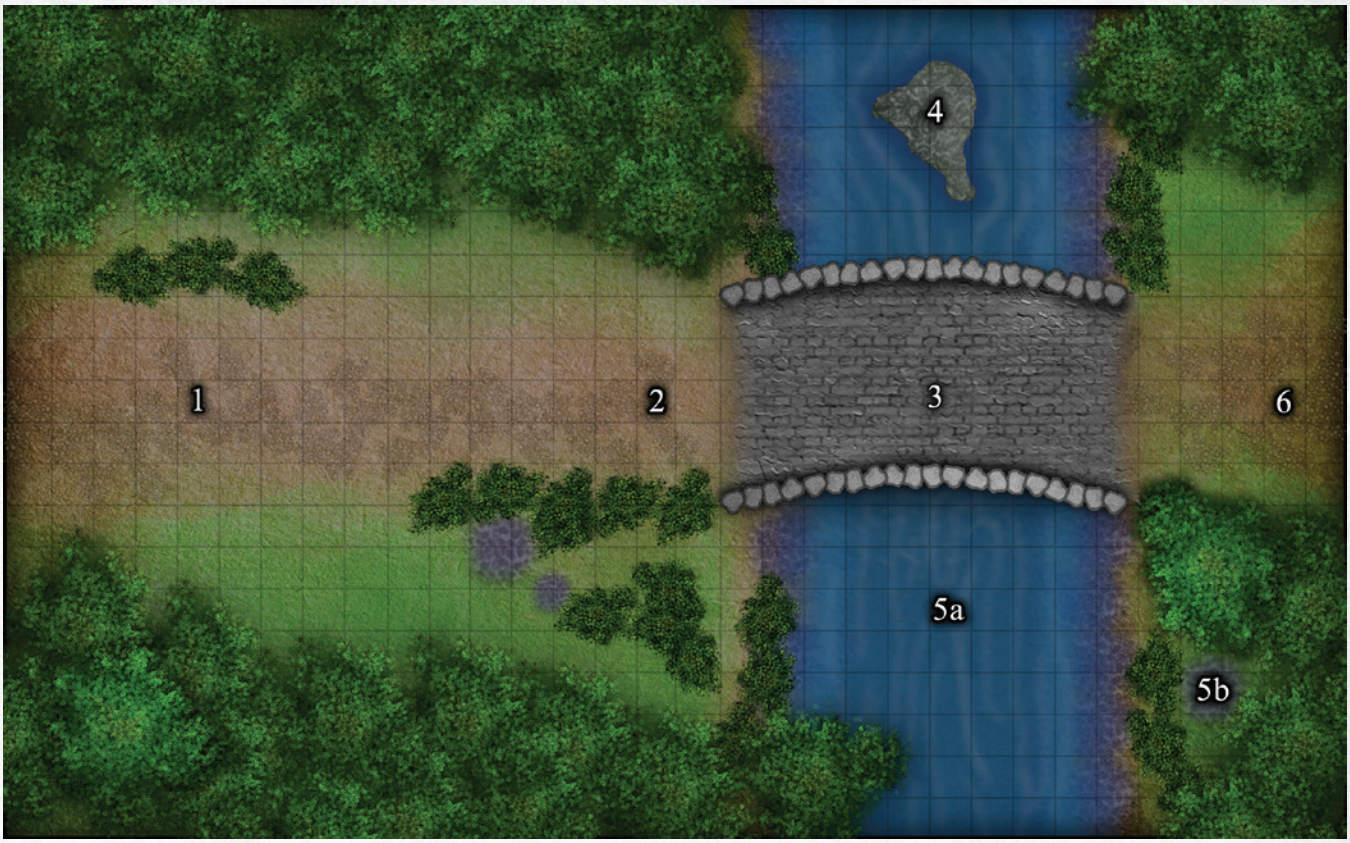
There is a locked trapdoor under the carpet, which can be forced open by a successful DC 20 Strength (Athletics) check or picked with a successful DC 15 Dexterity check with thieves' tools to open. Inside is a lead-lined shaft and a metal shelf with a pair of boots on it (boots of levitation, but only attune to evil characters). At the bottom of the shaft 100 feet below is another locked secret door, which can be spotted with a successful DC 18 Wisdom (Perception) check, forced open with a successful DC 20 Strength (Athletics), or picked by a successful DC 15 Dexterity check with thieves' tools. Beyond this door is a 10-foot cube containing eight bottles.

What's In The Bottles?[1]

Bottle	Type	Contents	Reaction
1	*bottle of life trapping*	vrock (286)	as *mirror of life trapping*
2	*decanter of endless water*	shimmering water	a deluge
3	*phylactery of Turmella the demi-lich*	strips of solar angel skin	as *symbol of insanity*
4	*iron flask*	fire elemental (280)	attacks unless commanded to serve
5	*iron flask*	invisible stalker (282)	attacks unless commanded to serve
6	*iron flask*	empty	emits same aroma as Sielu
7	*efreeti bottle*	efreeti (276)	efreeti attacks briefly, then departs
8	*eversmoking bottle*	billowing smoke	obscuring smoke fills area

[1] Sielu haunts the bottle thieves until they return the bottles or die of exhaustion and fear.

Stephen Yeardley



Peril at the Lamiak's Bridge

Justin Andrew Mason

The lamiak are nereid fey relatives of nymphs, and appear as beautiful women with flowing platinum hair and the lower legs and webbed feet of a duck. The mairuak are akin to stone giants and reside high in the mountains where they quarry the finest stone.

Leuna and Ederra, lamiak (282)[1] twin sisters, have built a bridge over the rushing waters of Amorrura River. The stone bridge provides safe access across the river for the villagers of the nearby settlement of Urakurba into the hunting grounds of the surrounding forest. In return for this boon, the villagers leave gifts to the sisters of ale and fresh fruit each night at a shrine near the river's edge.

The rare stone that the bridge is crafted from cannot be found nearby, and is only sourced from high in the peaks of the nearby Harrizko Mountains. The material is exceptionally strong and is the coveted treasure of the mairuak who mine the stone from quarries high upon the mountain peaks. The reclusive giants selfishly hoard the special stone and do not share it with others. The mairuak utilize it only to build their sacred mountain monoliths and dolmen.

Ederra, intent on building a bridge that would assuredly withstand the raging waters of the violent river, snuck into one of the mountain quarries and took just enough of the stone to build the bridge. The mairuak have more than ample supply of the material, and she was convinced that the minuscule amount needed to construct the bridge wouldn't be missed—she was wrong.

The adventurers come upon the stone bridge spanning Amorrura River. On the scene is an encounter between Leuna and Ederra and a hulking mairu named Peril (stone giant; 285). As recompense for stealing his tribe's stone, the giant is demanding one of the sisters enter into his service and use her magical abilities to assist the mairuak in building their massive dolmens.

[1] One-third hit points and no *geas;* Challenge 2.

Neither of the sisters is interested in spending the rest of her life in service to the giants, and have told him as much. Angered both by the lamiaks' theft as well as their refusal to provide restitution, Peril is loudly threatening to destroy the bridge and bring wrath and sorrow down upon the denizens of Urakurba for whom it was built.

1. The Road

As the adventurers follow the forest path that leads to the stone bridge, they hear baritone shouting in the distance. The voice is speaking Common with a heavy Giant accent. A character who speaks Giant or succeeds on a DC 15 Intelligence check recognizes the accent. The voice angrily demands surrender and shouts threats about destroying a bridge and leveling a village.

2. The Bridge Approach

As the adventurers approach, they spot a towering stone giant (a mairu) angrily waving his fist and shouting as he stands at the foot of a well-constructed stone bridge that spans the rushing waters of a wide river.

3. The Bridge

The stone bridge is incredibly sturdy and made with masterful craftsmanship. Every stone has been precisely placed so that the span requires no support beneath its base as it arcs gracefully from one side of the river to the other.

4. River Islet

A small natural stone island juts up from the middle of the river, providing a stable platform surrounded by rushing white water. From this islet, the two lamiak twins are fervently arguing with the giant, Peril, who is standing on the bridge.

5a. The River Running

The waters of the Amorrura River are deep and boast an incredibly fast current. Any creature attempting to cross the river make three DC 20 Strength (Athletics) checks. On a failure, that creature is washed downriver (southward) through a section of stone-laden rapids that deal 3d6 points of bludgeoning damage.

5b. The Shrine

A small forest shrine has been built here. A stone table surrounded by vibrant wildflowers has been set with several ampullae of wine, a cask of ale, and a half-eaten tray of fresh fruit. This shrine is where the villagers of Urakurba leave their nightly gifts to the lamiaks.

6. The Road to the Village

The road to the village is only a quarter mile long. Urakurba is a small farming hamlet that subsists on a small crop of grain and ample game hunted in the forest on the far side of Amorrura River. With a population of only 60 humans, they function as an autonomous commune without a leader or elder.

The Encounter

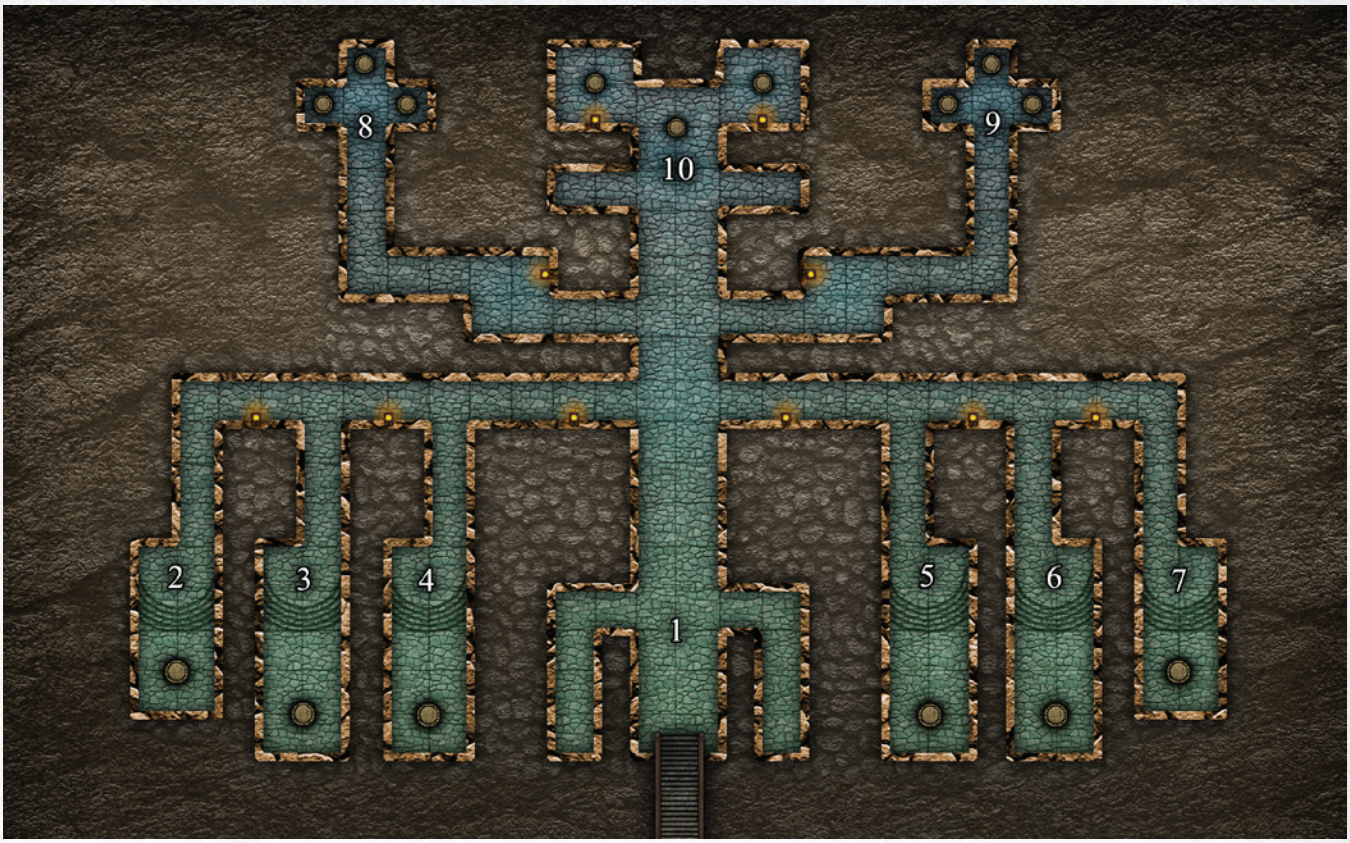
Leuna and Ederra refuse to accommodate the mairu in any way, and refer to his people as greedy and brutish. If the adventurers do not intervene, the conflict quickly escalates to a scuffle between the giant and the twins. Peril begins to destroy the bridge and hurl the stone fragments at the sisters on their perch.

a character who succeeds on a DC 20 Charisma (Persuasion) check can make Peril consider alternate payment, but he will only accept compensation valued at no less than 1,000 gp. A result of less than 15 on the check provokes Peril to attack the adventurers.

If Peril is either paid off or defeated, the lamiak are genuinely grateful and promise them favor for their good deed. In this case, the twins escort the adventurers to the village where they are hailed as heroes and offered food and shelter with every visit.



Justin Andrew Mason



The Pententieyrie

Stephen Yeardley

In an ancient temple dedicated to an avian goddess, the adventurers find a carving of the outline of a unnamed shrine. Under the carving is the phrase: *Your changed heart will soar!*

Hollowbone the vrock (286) is converting faiths. After centuries following a demonic path, spared a gruesome death by two couatls, Hollowbone was convinced another path was possible. He now lives in the Pententieyrie, a lofty perch the couatls use for this conversion process. Its remoteness allows a hermit-like existence of contemplation and resistance to temptations.

Anyone seeking to reach the Penitentieyrie must make DC 15 Strength (Athletics) checks, reaching the peak after three successes. A character who fails two of the checks suffers one level of exhaustion.

1. The Talons

The stairs down from the mountain top narrow from 10 feet to 5 feet wide in their 100-foot length. The final 5-foot section has a *glyph of warding (thunderwave)* on it.

1. The Claws

There is a tripwire 5 feet before the end of each of the side corridors that activates a collapsing roof (275). The rocks fall in both east-west sections of corridor, blocking them off. The noise alerts Hollowbone, who comes to investigate and remove intruders. Hollowbone is the guardian to particularly powerful creatures kept here. See "The Tail" for information on the holding columns.

2-7. The Tail Feathers

Hollowbone undertakes a series of daily tasks as part of his conversion. The gray stone columns are permanent dimensional anchor points. A character who succeeds on a DC 18 Intelligence (Arcana) check, sees a thin green beam linking the anchor point(s) to any creature in the area. Hollowbone knows each chamber's protections, and avoids setting off those traps that can harm him.

2. Feathers I

The skull engraved in the floor marks the point past which nothing should go. The area holds a gibbering mouther (280) that tempts listeners into evil.

3. Feathers II

A character who comes within 5 feet of the column activates a *symbol of death*, affecting all creatures in the area.

4. Feathers III

A character who comes within 5 feet of the column activates a *symbol of pain*, affecting all creatures in the area.

5. Feathers IV

A character who comes within 5 feet of the column activates a *glyph of warding (inflict wounds)*, affecting all creatures in the area.

6. Feathers V

A character who comes within 5 feet of the column activates a *glyph of warding (sacred flame)*, affecting all creatures in the area.

7. Feathers VI

The skull engraved in the floor marks the point past which nothing should go. The area holds two dretches (279) that tempt listeners into chaos. They use their fetid cloud ability as soon as possible.

8. Plumage I

This area holds a barbed devil (276)l that uses Charisma (Deception) and Charisma (Persuasion) to get adventurers to damage the anchor columns and release her.

9. Plumage II

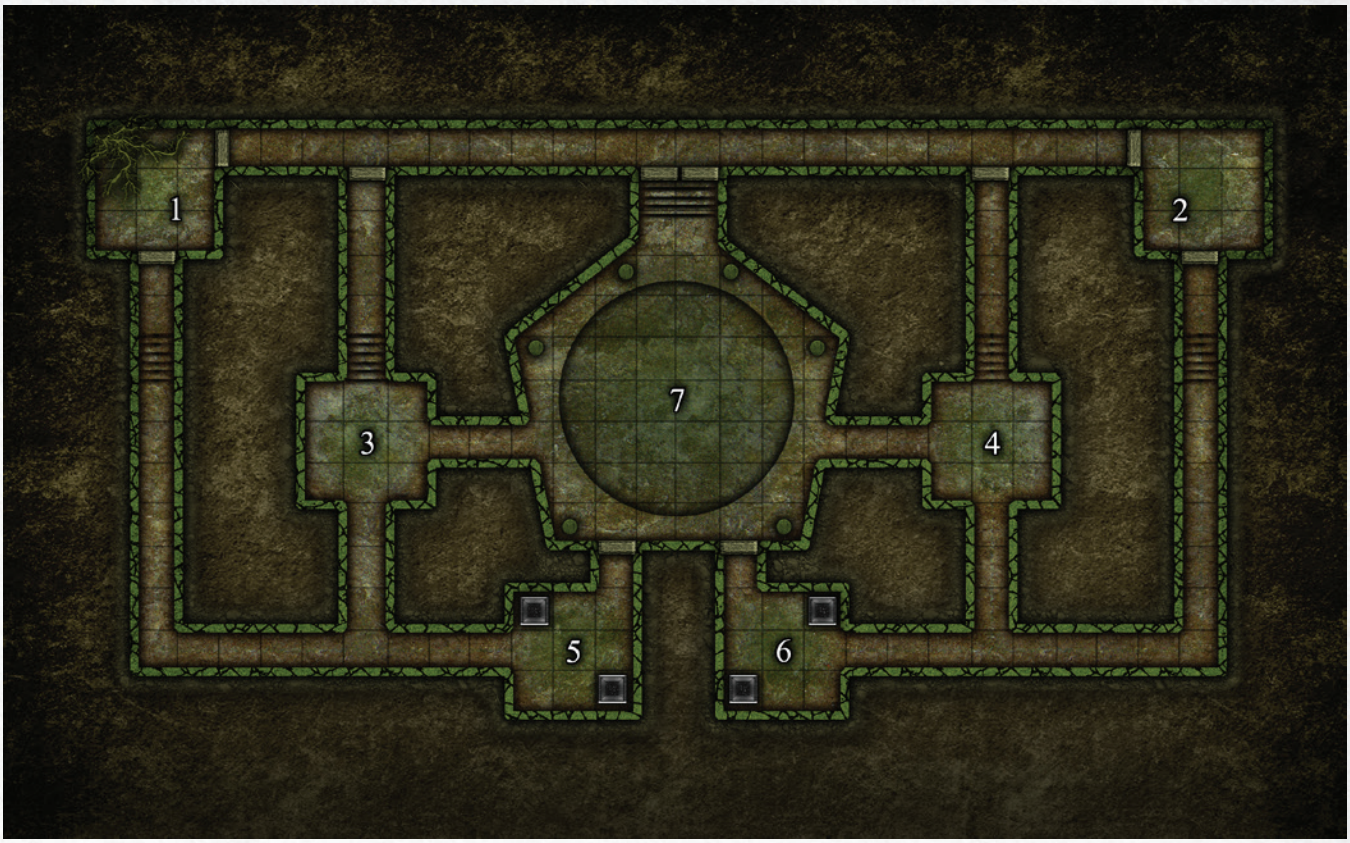
This area holds an incubus (282) that uses Charisma (Deception) and Charisma (Persuasion) to get adventurers to damage the anchor columns and release him.

10. The Head

These three areas are 100 feet high but have illusionary ceilings at the 10-foot mark. At the base of the central column is a feeding bowl that remains magically filled with cool, clean water. The column on the right has a series of perches, and a character who succeeds on a DC 10 Intelligence (Religion) check discovers hundreds of religious texts inscribed into the column on the left. A successful DC 15 Intelligence (Religion) identifies the religious texts as lawful good teachings. The engravings act as a *tome of understanding* and can affect a given character only once.

The party will find Hollowbone in the left-hand column, reading the engravings. He will attempt to stop the party from attacking him, but has poor diplomatic skills, and his appearance still intimidates. If attacked, he will use his stunning screech, and then attempt to knock out the most powerful party members before flying them out of the complex. If unsuccessful, he will *teleport* away from the party as required until he can render each member unconscious and remove them away from the eyrie. He won't use his spores, and will only deal subdual damage, even if he is close to death.





Carrionholme

Jonathan Ely

This dungeon in the center of a swamp is home to a coven of three green hags who call themselves the Daughters of the Morass. Being fervent followers of The Faceless Lord, they have bound a number of slimes and oozes to their service. From their sunken Carrionholme, they attack and raid nearby communities. Local tribes of goblins, lizardmen and kobolds hold these evil sisters in awe and offer up sacrifices whilst the small communities of humans and elves that live near the swamp live in constant fear of the coven.

It is likely that the adventurers have been investigating several mysterious abductions from communities around the swamp or have been approached by a community who have suffered recent losses to these vile sisters.

Three black puddings (276) also call this complex home, protecting the three hags whilst they sleep. There is a chance of encountering one in Room 3, Room 5 or the corridors that join them, encountering the other in Room 4, Room 6 or the corridors that join them.

1. Entrance

The only means of entry to this partially submerged dungeon is via the vines and roots that creep in from the outside swamp. To safely ascend or descend the vines (without the aid of magic) requires a successful DC 17 Strength (Athletics) check. The unlocked doors in the northeast corner and the south open to corridors.

2. Mural Room

The mirror image of Room 1, this chamber has survived far better over the intervening period. If the adventurers are so inclined, they can decipher the vile mural in this chamber to identify that this corrupted elven structure is now a location holy to The Faceless Lord; such revelation requires a successful a DC 20 Intelligence (Religion) check. Both wooden doors (hardness 5, 20 hit points) to this chamber have swollen shut and require a successful DC 20 Strength check to force.

3 & 4. Pudding Grounds

This small, featureless chamber presents one of the locations where a "black pudding" may be present.

5 & 6. Caging Chamber

This chamber contains two small cages (that may or may not contain victims, at the GM's discretion) but is otherwise featureless. It presents second of two location where a "black pudding" may be present. At the door to the north, a gray ooze (281) nestles in a slight bowl cut into the stone floor, waiting for an unfortunate individual to stand on it. with a successful Wisdom (Perception) check contested by the ooze's Dexterity (Stealth) check.

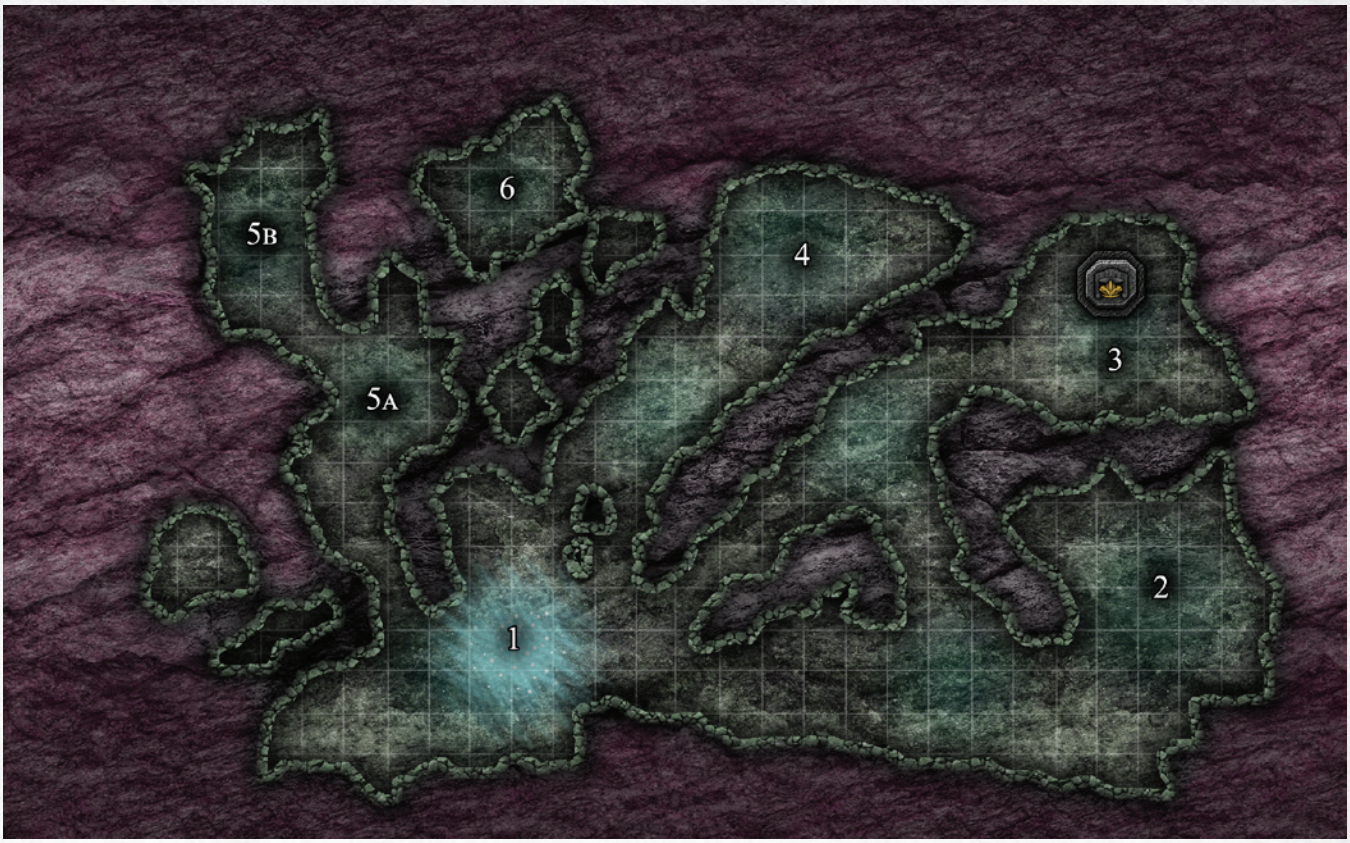


7. Acantha's Lair

Acantha the Impure, Ananta Sludgemaiden and Akinola Skinwalker—a coven of three green hag (281) sisters—live in this vile, stinking chamber. Nailed to six columns around this pentagonal room are various trophies of their depraved acts (the preserved heads of children, body parts from champions, and so on), their purpose is to shake the morale of any individuals entering this chamber. If the adventurers are looking for a specific item, such as a magic weapon or piece of jewelry, it is likely to be on display in this chamber.

Five separate exits lead away from this chamber, each with traps. The detailed descriptions for Rooms 5 and 6 include the hazards. The westerly exit leading to Room 3 and easterly exit leading to Room 4 each are protected by a violet fungus (286). To the north of the chamber, the double doors are guarded by a dense clump of shriekers (285) that howl as soon as the door is opened.

The three sisters are acutely aware of what happens within their home (thanks to their high Wisdom (Perception) checks) and will mount a spirited defense within this room, using their individual and combined skills to combat the adventurers within their home. Should the adventurers be successful in destroying the coven, they recover 3350 gp of wealth, art and magic at the GM's discretion.



There are More Things in the Planes and the Earth

Stephen Yeardley

The adventurers discover an unexpected way out of a mine, a hidden passage leading to caverns glowing dimly with cold, otherworldly light. Tunnel roofs are 10 feet high; the cavern roof is 20 feet high.

1. The Cavern

This cavern is filled to a depth of 8 feet with chill-inducing magical mist capable of breaking minds. Any living creature must succeed on a DC 16 Charisma saving throw or suffer temporary insanity; roll on the Short-Term Madness table for the effect. The mist disperses with any breeze for 1d4 rounds, then reforms. Lurking in the mist is a wight (287) that protects these caverns. If the adventurers cross the cavern above the mist, the wight ignores them.

2. Damp and Grit

The entire 60-foot approach to this cavern is a hidden pit trap (275), except that it is simply very loose sand and 10 feet deep. The cave has a near-undetectable water trickle entering the roof and flowing across the damp stone to the grit. The space holds a pair of giant scorpion (280) that ignore the wight but sometimes leave the caves via the tubes to Area 6 and beyond. A character who succeeds on a DC 18 Wisdom (Perception) check spots an ivory-handled *+1 shortsword* and a gnome skeleton hidden in a depression beneath a rock by the east wall. GM Note: if the adventurers are in rough shape, adjust the encounter to a single giant scorpion. This is a potentially deadly encounter.

3. Diorama

A diorama of the lawful planes covers the east and north walls, depicting long, magic-free journeys. Anyone who studies the diorama for 8 hours gets an advantage to Intelligence (Arcana) checks for the next 8 hours. A mummified corpse sits slumped on a metal chair in front of the mural wearing a flexible, silver-colored cloth suit (nonmagical, but grants resistance to cold and disadvantage on Dexterity saving throws while worn), and a rounded, full helm with a gold-tinted, thick glass visor (helmet visor grants advantage

Random Events

d100 Roll	Events (GM discretion, each occur just once)
01-50	The digging suits in 4 strike some element that reacts with the equivalent of a *moonbeam* spell (Constitution saving throw 16, effect lasts for 1 minute).
51-100	The bare skeleton of an elf lies here. 5 feet from it is an invisible bag requiring a successful DC 18 Wisdom (Perception) check to find, containing *comprehend languages*, *find traps*, and *locate object* scrolls.

to saving throws made against gaze attacks). Clearing a rockfall in the southeastern corner reveals a narrow crawlspace leading further into the depths.



4. A Work in the Earth

The darkness here is disturbed by occasional short flashes of orange and red light from the far end of the cavern, where three more of the silver cloth suits dig away the far wall mechanically. The visors on their helmets are cracked and the gold peeled away, and the suits are shredded here and there from their labors. A closer look reveals that the suits are empty. They do not attack nor offer any resistance, but simply try to keep digging until they are destroyed. One of the outer pockets on one suit contains a *bead of force*.

5a & 5b. Elder Silence

An elder thing (280) stands here, stock still, thinking unknowable thoughts. When the creature detects the adventurers it flaps its wings and rises into the air, attacking from above. A character who succeeds on a DC 12 Intelligence (Investigation) check detects a disguised door to the north. The door leads to some worked rooms.

6. Ooze Tubes

From here, four small "islands" can only be reached by burrowing, or via a number of 2-inch-diameter tubes that link them. The main cave houses a gray ooze (281) that can flow via the tubes to the other 3 caves. It has unknowingly moved some gems to these caves (various, 1d3 per 5 ft. square, value 2d6 gp each). A character who succeeds on a DC 12 Intelligence (Investigation) check detects a disguised exit to the north, which leads to some worked rooms.



Arcane Academi of Thadrulex

Nicolas Logue

1. Chamber of Obeisance

This ancient subterranean chamber is held aloft by eight crumbling pillars—each carved in the likeness of a bearded robed human whose sapphire eyes shine with eldritch power, illuminating the room in an eerie azure radiance. Each pillar shows this potentate in various epic postures, glorified in great acts. In one, a lich-king trembles at the robed hero's feet; in another he clasps a beauteous fey princess to him while she swoons. The subject of the carved pillars is Thadrulex, once an aspiring archmage, now long dead, his legacy shriveled by a jinx placed on him by the fetching fey lady appearing in his arms in one of the carvings. When he kidnapped Queen Nisrel in order to steal her powers over nature, she leveled the primordial curse upon him: his enchantments would wane, his creations crumble, and his powers fade as his disciples dwindled.

At one time, every bas-relief pillar in this chamber housed a stone golem (281) wrought by Thadrulex to challenge interlopers. Nisrel's curse snuffed out the enchantments imbuing all but one of these golems, and that one has but 12 hp remaining.

If no arcane spellcasters are among the party the "stone golem" attacks immediately. If the party possesses any arcane spellcasters, the stone golem lurches free from the pillar housing it, and saunters forward. It challenges the party: "Do ye seek instruction in the mysteries of the arcane? Have ye arrived to study at the feet of Thadrulex Lichbane and his Stolen Bride, the Gossamer-Queen Nisrel?"

The golem beckons forward any arcane spellcaster who answers in the affirmative, and it places its hand upon their head as if offering a benediction. The caster is immediately braned with permanent magical mark depicting the personal sigil of Thadrulex around their right eye. Any creature thus marked is referred to as a "marked creature" throughout this text.

There is a secret door at the rear of the chamber here that is covered by an illusory wall created by a *programmed illusion* spell. Any marked creature can see through the wall, if they look with only their marked eye (by covering or otherwise blinding their left eye). A character who succeeds on a DC 20 Wisdom (Perception) check reveals that one of the statues of Thadrulex is covering his left eye with one hand and gazing towards the rear of the chamber where the secret passage lies.

The eyes in each of the other stone golems are sapphires with permanent *light* spells cast on them (150 gp value each). If any unmarked creature touches one the light winks out and the gem crumbles to worthless blue dust.

2. Staff Chamber

Two enormous statues of Thadrulex stand sentinel on the north and south walls of this plain chamber. At the end of the room is a raised dais upon which an obsidian globe rests. If any marked creature touches the globe, it sparks to life, painting the walls with illusionary images from Thadrulex's storied adventures—his campaign against the Troll Witch, Grearga; redeeming the Emperor Dulvain from the Siege of The Sapphire Tower, etc.

A creature who succeeds on a DC 20 Wisdom (Perception) check notices that in each image, Thadrulex's staff appears in exactly the same place on the north wall. A marked creature notices the same thing if they cover their left eye. Breaking through a panel in the wall reveals Thadrulex's old *staff of striking*. If any unmarked creature touches the staff, it crumbles to dust as "My power only to mine own" rumbles through the chamber in Thadrulex's deep baritone.

3. Wand Chamber

Two larger-than-life size statues of Queen Nisrel stand on the north and south walls of this chamber. A raised dais at one end of the chamber houses an ivory orb. If any marked creature touches the orb, it shines forth and illuminates the walls and ceiling of the chamber with glowing murals of Queen Nisrel's long life—her legendary feud with the Dragon Queen Zarkelndronda, her quelling of the Great Flood and defeat of the Sahuagin King Gor-Kel, etc.

A creature who succeeds on a DC 20 Wisdom (Perception) check notices that in each image, Nisrel's wand appears in exactly the same place on the ceiling. A marked creature notices the same thing if they cover their left eye. Breaking through a panel on the ceiling reveals Nisrel's *staff of the woodlands*. If any marked creature touches the wand, it crumbles to dust, and an ethereal cry of "you'll never have my powers, Thadrulex!" echoes through the chamber.

4a. Training Room Exterior

This square chamber houses another sealed room at its center. Statues in the shapes of Thadrulex's many foes throughout the centuries line the west wall, and all but two are ruined and broken to bits. The remaining two statues bear the forms of the Troll Witch Grearga, and the Sahuagin King Gor-Kel. Each acts as a shield guardian (285), but remains completely inert (unless attacked) until someone touches the spellbook in Area 4B—the door to which is sealed with an arcane lock. A marked creature can dispel the *arcane lock* merely by touching the door.

4b. Training Room Interior

This chamber contains a large dais at its center. Upon the dais is one of Thadrulex's old spellbooks. The book contains all wizard spells of 3rd level and lower, and each page can also be read as a spell scroll. If a character touches the book, the walls separating Area 4A and 4B lower to floor level, and the statues in Area 4A move to attack.

An unmarked creature attempting to use the spellbook suffers the following effects: casting a spell from the book triggers a short term madness[1] effect. Preparing a spell from the book causes the spell's page to crumble to dust. Attempting to copy one of the spells triggers a *glyph of explosive runes (fire)* and destroys the book.

5. Nisrel's Well

This dark web-festooned chamber holds all that is left of Nisrel's captured spirit; whose essence was imprisoned in the glowing water at the bottom of a 100-foot deep well by the east wall. Her jailer, once a powerful disciple of Thadrulex, was transmogrified by Nisrel's curse into an ettercap. The ettercap conceals itself in the thick webbing on the south wall. Its lovers, two giant spiders (285), rest in the webs in the northwest corner of the room.

Any marked creature suffers disadvantage on all actions taken against the Ettercap, as it is still recognized as a loyal servant of the archmage.

The ettercap wears ragged robes, and its right eye bears the sigil of Thadrulex (still visible on its bulbous spider-flesh). It wears a *cloak of arachnida* imbued with Nisrel's curse (responsible for reducing the disciple to its current ettercap-form). Any marked creature who dons the *cloak of arachnida* is instantly transformed into

[1] Rules for short-term and long-term madness are located in Chapter 8 of the *DMG*.

an ettercap, as if by a *polymorph* spell, until the cloak is removed. The cloak functions normally for unmarked creatures.

A creature descending into the well is confronted with a beautiful fey visage appearing in the glowing waters below. Nisrel is long dead, but her spirit is still tethered here. She can only be freed by throwing her *ring of animal influence* into the well (see Area 10B). She promises to lift her curse if freed from her torment – freeing her undoes any ill effects the adventurers have suffered from curse-related items, creatures or effects (such as being turned into an ettercap by the cloak of arachnida, bound to the throne in Area 8, etc.), and restores all curse-affected items to normal (such as the sapphires in Area 1, the spellbook in Area 4B, etc.).

6a. Game Room Exterior

This square chamber houses another sealed room at its center. Six statues in the shape of Thadrulex's greatest disciples line the north wall—all robed, powerful-looking humanoids, wielding swords, wands or staffs. One statue appears as an idealized version of any marked creature present in the room. The statues act as animated armor (276), but remain inert until someone enters Area 6B—the door to which is sealed with an arcane lock. A marked creature can dispel the *arcane lock* merely by touching the door.

6b. Game Room Interior

The floor of this chamber is checkered, looking like an oversized game board. As soon as a living creature enters, the walls separating 6A and 6B lower to ground level and 12 skeletons (285) animate and assume rank formations, each on a 5-foot square. The statues in Area 6A animate and engage the skeletons in battle; the skeletons engage the statues and also target any marked creatures present. If the skeletons are defeated and any statues remain intact, Thadrulex's booming voice rings out "Victory is yours, as is this reward!" After this proclamation, a panel in the floor opens and a *floating disk* rises with a chest filled with 500 gp, two *potions of superior healing*, and an emerald *elemental gem (water)*.



7. Reflective Pool

A semi-circular staircase ascends to an upper level of this chamber, wherein a star-shaped pool of silvery liquid commands the space. Any marked creature who bathes in these waters receives the benefit of *heal* cast as a 9th level spell and all possible effects of *greater restoration*. Additionally, a complete duplicate (all abilities, items, spells, etc.) of the character rises from the waters and sets itself against the wall in repose.

An unmarked creature that enters the room or ends its turn there must succeed on a DC 13 Constitution saving throw or summon an exact duplicate of itself, which emerges from the pool and attacks immediately. A creature can avert its eyes at the start of its turn to avoid the saving throw.

Nisrel's curse has affected the pool, and any duplicate that rises from it suffers 3 (1d6) necrotic damage at the beginning of each of its turns as it rots and withers. A creature that witnesses its copy drop to 0 hit points in this horrific fashion must succeed on a DC 18 Wisdom saving throw or suffer one long-term madness effect.

8. Throne of Thadrulex

An obsidian throne, ornately carved with stylized versions of Thadrulex's sigil, stands at the center of this small chamber. Seated on the throne is an ancient elf, one of Thadrulex's last living disciples: Ozimard the Overseer, charged with maintaining the Academi even as the curse drained the last of Thadrulex's life-force from him. Ozimard did not escape the curse's grasp either, and his abilities have waned over the centuries.

Ozimard cult fanatic (277) welcomes the guests, and then abides a few questions about his master and the curse laid by Nisrel. The curse keeps Ozimard bound to this chamber unless he can defeat another disciple in a fair one-on-one wizard duel (none have arrived since the curse sequestered him here centuries ago). If a marked creature enters, Ozimard is eager to duel them; he knows about the secret wall leading to Area 5, and will trade this information for an agreement to a duel. If his challenge is rejected, if no marked creatures are in the party, or if anyone else interferes in the one-on-one duel, Ozimard snarls and the Throne summons forth five imps (281) to join him in battle. A creature targeted by one of Ozimard's spells has disadvantage on the first saving throw they make to resist it.

A creature who defeats Ozimard in a duel is rewarded with the right to sit the Throne of Thadrulex, but unfortunately they also become bound to it. A creature bound to the throne suffers one level of exhaustion each at dawn each day they spend away from the Throne chamber. A creature who has been bound to the Throne for one week cannot leave Area 8 until they defeat another disciple in a duel.

Any creature bound to the Throne can force the target of any spell is prepares while sitting on the Throne to make its first saving throw against the spell with disadvantage. A creature bound to the Throne does not need to eat or drink while it remains within the Throne chamber, and can summon 1d6 "imps" once every 24 hours.

9. Black Pool Chamber

A strange pool-like structure lies at the center of this chamber. Within lies a hard, glossy black substance appearing almost as if a rippling pool of ichor was frozen by some arcane force. Four larger and four smaller crystals line the edge of the pool - these crystals can be pried free easily. The small crystals are worth 100 gp each. The larger ones contain *ioun stones* glowing at their cores (agility, fortitude, insight, strength), and can be easily smashed open.

The nave on the east wall houses three pillars and a burning brazier, whose flames dance unnaturally though there is no wind to move them. An inscription carved in Abyssal beneath the dancing flames reads: "Passage for payment, Trial for tribute, blood for bounty."

If a marked creature bleeds into the brazier (sacrificing any number of hit points it chooses), the fire blossoms and the black pool ripples to life. Two incubi (282) begin to emerge from the pool, but are trapped in it and restrained as energy from the crystals surrounding the pool keeps the fiends from escaping. If an unmarked creature bleeds into the brazier, the incubi are not restrained.

If all crystals have been removed from around the pool, the "incubi" are freed and the pool now acts as a permanent *gate* to the Abyss. Returning the crystals to their place after activating the brazier does nothing—only lifting Nisrel's curse can close the *gate*. For each hour the gate remains open, roll 1d20; on a roll of 2-8, another "incubus" comes through, and on a roll of 1 a bone devil (277) discovers and makes use of it to menace the prime material plane. The door to Area 10A is sealed by powerful enchantments; only sacrificing to the brazier opens it.

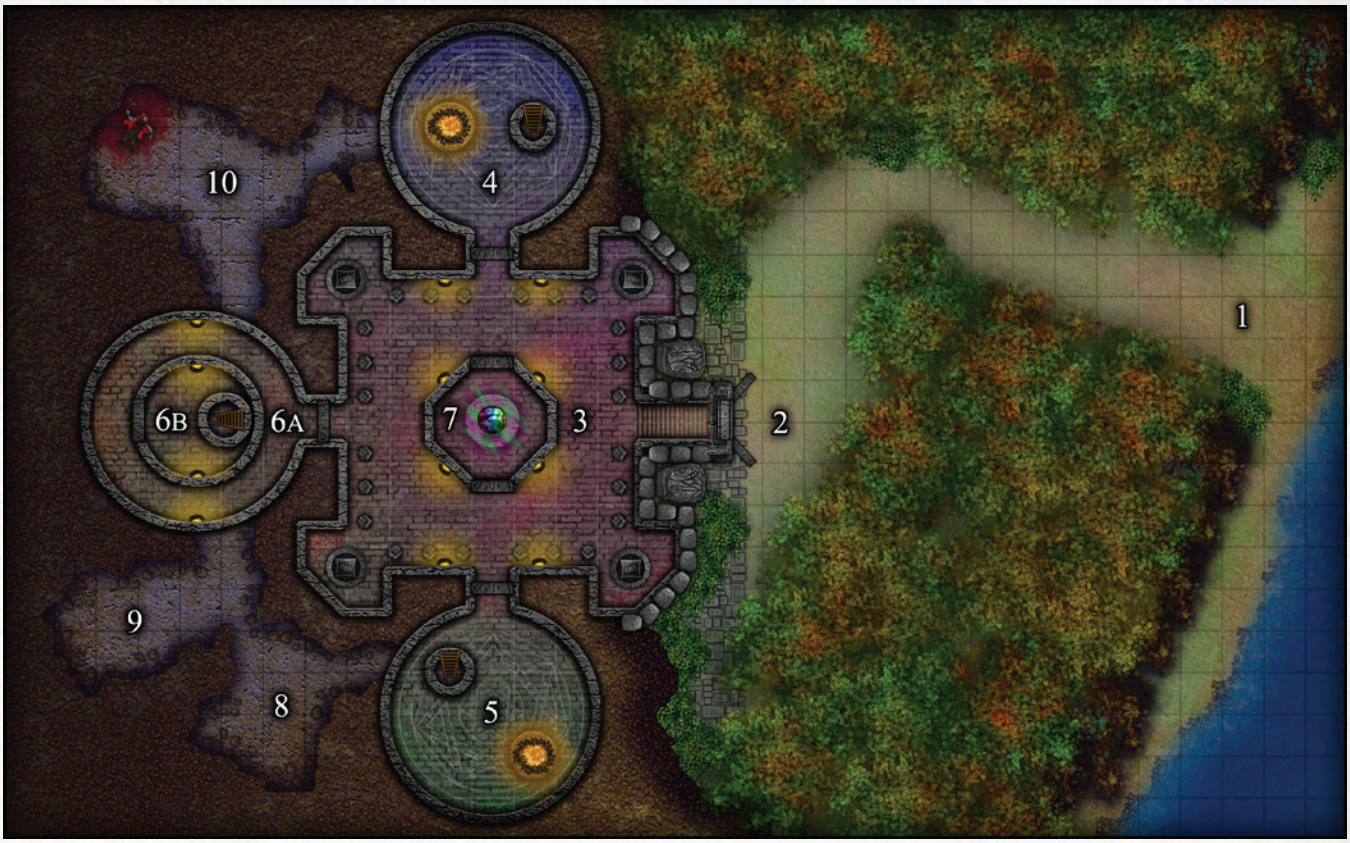
10a. Flames of Sacrifice

A large pit of roaring flames lies at the center of this circular chamber. If any creature enters Thadrulex's baritone rumbles: "You must burn to ash to go further." The door to Area 10B is sealed and warded with enchantments of extreme power. The only way to open it is for one creature of at least 3 Hit Dice to willingly enter the flaming pit, taking 4d6 fire damage. If a marked creature does so, the door opens without incident. If an unmarked or unwilling creature enters the flames, the door opens but the flames animate as a fire elemental (280) that attacks immediately.

10b. Thadrulex's Tomb

This small nook contains the sarcophagus of Thadrulex, the fallen curse-beknighted archmage. Within rests his crook-backed, deformed and withered corpse, now a mummy (283). It rises at any intrusion and attacks immediately. The mummy still wears Nisrel's *ring of animal influence* on its right hand.





Temple of the Secret Power

Michael McCarthy

There are many powers in the world understood by mortal minds; magic, science, even the soul. But others are powerful for reasons unknown to any man, their limits as unknown as their dangers. The Omnihedron is one such power. The stories about it claim many incredible things: that it taps into a realm of infinite magical power or makes its bearer immortal.

Until a few hours ago, the party had no reason to believe it to be anything but a myth. But a monk, bloody and half mad, revealed that not only is the legend true but a cult of beasts has breached its vault and intends on harnessing the limitless power for dark ends. Even if the Omnihedron isn't real, a hidden temple and the beast-men who slaughtered those within are worthy of investigation.

Temporary Items: The cultists have begun tapping into the power of the Omnihedron, believing it to be their (un)holy right. They channel this power into temporary magic items that draw power from the ambient power of the Omnihedron. If ever brought more than 100 feet from the Temple of the Secret Power, they fade back to the mundane items they once were.

1. Forest Approach

The forest opens abruptly into a small path here. A faint trail leads from the river towards a nearby cliffside. A ravenfolk scout (284) hides in the trees. He uses a bird call to alert his allies in Area 2 and attempts to flee if detected.

2. Sealed Door

Although once well hidden, a pair of concealed doors have been pried from the cliff face. Three ravenfolk warriors (284) stand guard outside. They will briefly question the adventurers and attack when they let their guard down or at the first sign of combat.

3. Main Chamber

A hemisphere of black glass sits in the center of this chamber, lit from within by a swirling tapestry of stars. When the panels in Area 6 are arranged correctly, the hemisphere disappears to reveal Area 7 within.

4. North Chamber

Furniture here has been torn apart, and reassembled into an obscene device that draws energy from the air, and channels it into a gemstone mounted beneath. A ravenfolk doom croaker (284) directs a "ravenfolk warrior" in making adjustments to the machine. The gemstone is an *ioun stone (temporary pearly white spindle)*.

5. South Chamber

Almost identical to Area 4, a shield guardian (285) watches the device in this room, quietly taking seemingly meaningless measurements. The gemstone (worth 500 gp) in this device is incomplete, and even examining it closely causes the device to shut down.

6a & 6b. Astral Chamber

Huge panels depicting stellar patterns are mounted on the walls around the room. Skull ravenfolk veteran (286) armed with a *longsword of sharpness* and a *short sword of wounding* and two "ravenfolk warriors" are slowly rearranging panels on the walls in a random manner. When approached, Skull will boast that he has heard the Omnihedron calling to him as its rightful heir. Once he has claimed it, he will crush all human nations and bring about a new age of ravenfolk prosperity. There are three dozen panels on the walls, each depicting a pattern of stars. They can be arranged to show the skies during several different seasons, however the stars actually need to depict the sky shown in Area 9. When they do, the hemisphere in Area 3 fades away to reveal Area 7. Characters randomly moving panels will solve the puzzle after 2d4 hours.

7. The Crystal Vault

A spire of stone emerges smoothly from the ground; above which floats a black sphere that shimmers in the light—the Omnihedron itself.

The Omnihedron is an intelligent artifact of immense power, but it cannot grant power to just anyone—it can only work for particular sorts of souls, and otherwise is little more than a source of frustrating conversation: it is millennia old and believes (often rightly) that it knows better than anyone.

As a reward for "rescuing it" from the ravenfolk's tamperings, the Omnihedron will imbue one of the weapons or items each character carries with a permanent boon, no more than a +1 enhancement bonus. If the adventurers are polite and a little lucky, it will even be on their weapons of choice.

8. Cavern of Legends

Jagged lines of text are carved directly into this room's stone walls. The writing is mostly legends describing the Omnihedron's power, but also speaks of its previous owner, a once-heroic immortal by the name of Flint.

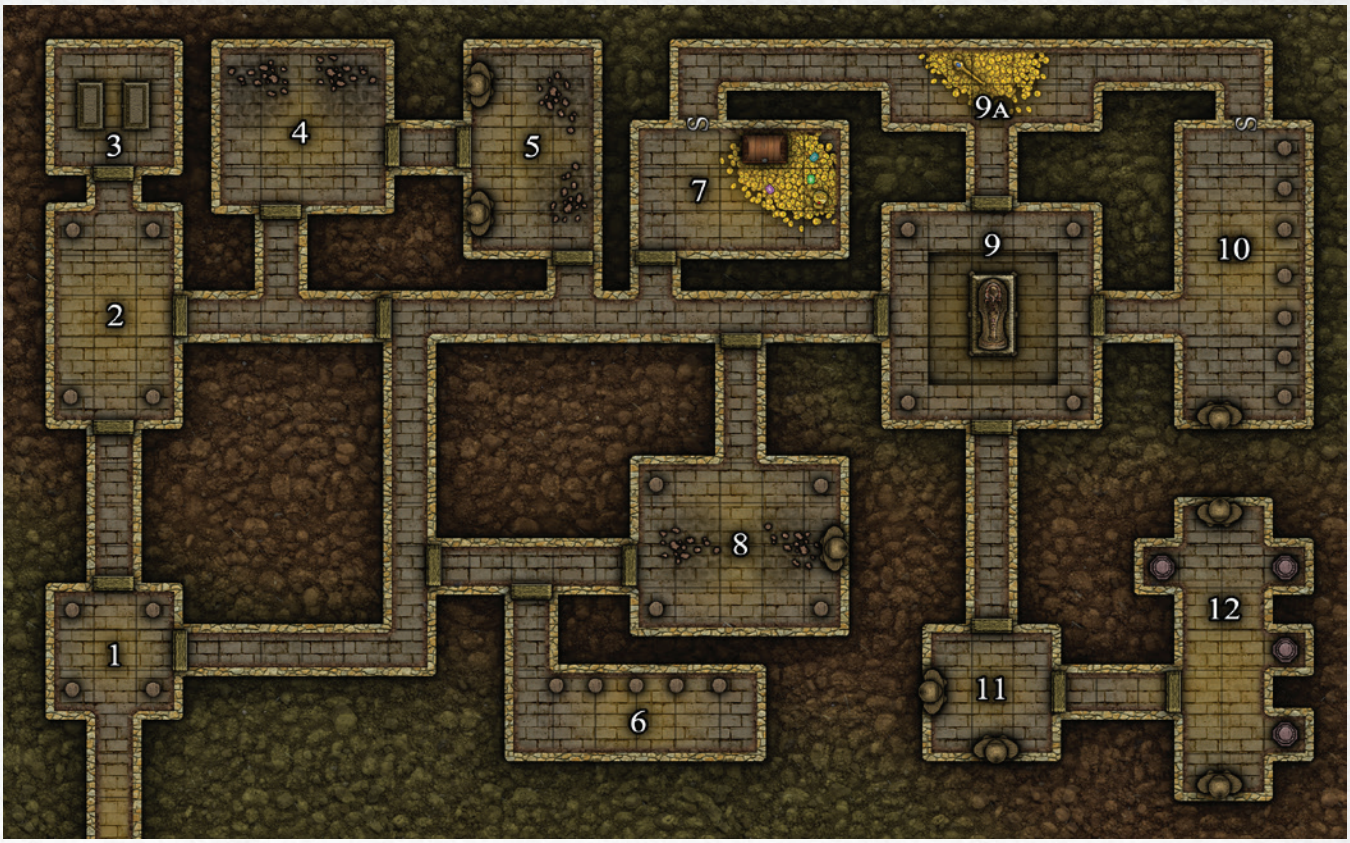
9. Cavern of Stars

An unsettling tapestry stars adorns the walls of this room. A character who succeeds at a DC 15 Arcana check realizes why the stars are strange: they are stars as seen from another world. These stars match the stars that must be displayed in Area 6 to open the vault.

10. Hero's Grave

Charred corpses are piled atop a small shrine—a memorial to the many lives Flint lead due to the Omnihedron's gift of immortality. The corpses are the remains of the Omnihedron's former guardian monks, recent ravenfolk victims.





Nekh-ta-Nebi's Tomb

Jonathan Ely

This complex is set inside a small pyramid or ancient burial site, deep within the desert. It is home to the remains of Nekh-ta-Nebi, a minor nobleman whose lust for power maintains him and his dusty retinue, centuries after their unholy deaths.

1. Entrance Chamber

Inside this cunningly hidden entrance two giant scorpion (280). These vile creatures remain motionless and almost buried in the sand that has partially filled the chamber. They seek to attack the first individual who steps into the chamber.

2. Guard Chamber

In this long, slender chamber are four ghouls (280), two protecting the north doorway and two protecting the east doorway. They will not act until the southern door is opened; only then will they lumber to attack the first person through.

3. Offerings Chamber

This chamber is a repository for a number of small offerings to the dead made at the time of the burial, worth a total of 1250 gp. Any organic items have long since rotted to dust, but a number of coins and jewelry remains.

4. Storage Chamber

This storage chamber contains the remains of a number of items destined for the afterlife. These items have long since rotted into dust, or are completely worthless.

5. Storage Chamber

This room is identical to Area 4.

6. Minor Burial Chamber

Inside this long chamber are numerous sarcophagi of Nekh-ta-Nebi's attendants. Two animate as mummies (283) to attack any intruders. If the illusory wealth in Chamber 7 has been disturbed, then these two have

already left their sarcophagi to seek out and attack the intruders. If not, the pair takes one round to awaken and exit their sarcophagi before beginning their attacks.

7. False Treasure Chamber

A *major image* is permanently active within this chamber, giving the impression of a large number of chests flowing over with coins and gems. However, it is nothing but a cruel illusion, and any activity will automatically awaken the occupants of Chambers 9, 10 and 11. A successful DC 20 Wisdom (Perception) check or DC 18 Intelligence (Investigation) check reveals a secret door to the north leading to the true treasure Chamber 9a.

8. Storage Chamber

This storage chamber contains the remains of a number of items destined for the afterlife. These items have long since rotted into dust, or are completely worthless.

9. Main Burial Chamber

The main burial chamber for the mummies (283) Nekh-ta-Nebi and his chief attendant. If the illusory wealth in Chamber 7 has been disturbed, then these two have already left their sarcophagi and will begin to seek out and attack the intruders. If not, the pair takes one round to awaken and leave their sarcophagi, before beginning their attacks.

9a. True Treasure Chamber

This well-protected chamber is accessed via the main burial chamber or through the secret doors in Chambers 7 and 10. There is approximately 3000gp in wealth here, and is protected by a single wight (287)—the remains of a former seneschal who cannot bear to leave the accumulated wealth in this chamber.

10. Embalming Chamber

In this long, slender chamber are four ghouls (280), with all four standing in the center chamber. They will not act until either door is opened; only then will they leap to attack the first person through. A successful DC 20 Wisdom (Perception) check or DC 18 Intelligence (Investigation) check reveals a secret door to the north leading to the true treasure Chamber 9a.

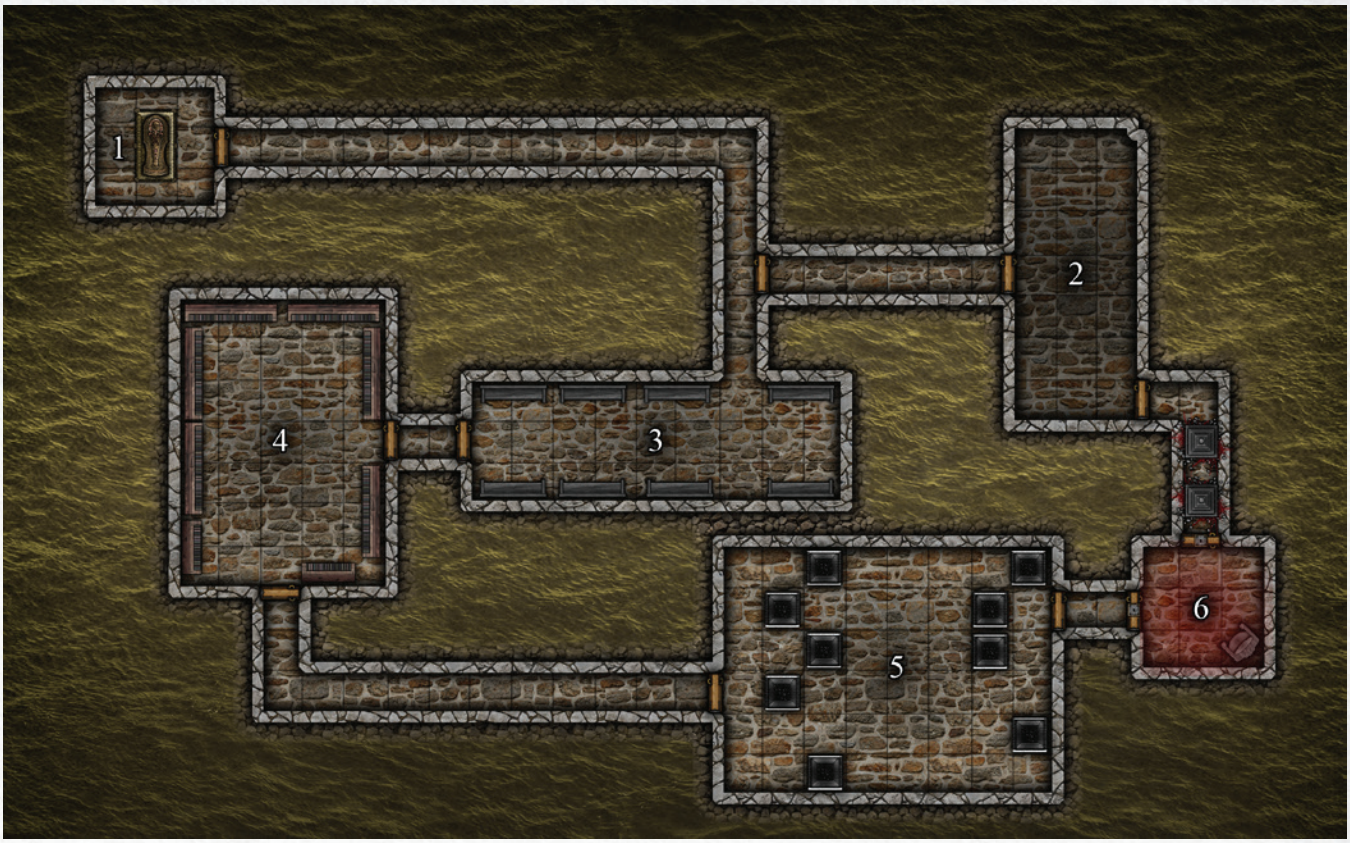
11. Guard Chamber

In this small square chamber are four ghasts (280), with one standing in each corner. They will not act until the northern door is opened; only then will they lumber to attack the first person through.

12. Canopic Chamber

This odd shaped chamber maintains four alcoves, each filled with canopic jars. The first alcove contains jars with baboon head lids, the second alcove contains jars with jackal head lids, the third alcove contains jars with human head lids and the fourth alcove contains jars with falcon head lids.





Sepulcher of the Witching Hour's Sage

Stefanos Patelis

There have always been those who would stop at nothing to gain answers to their questions. Does your party dare to meet such a man whom even history cannot forget? And are you willing to pay the price for the answers you seek?

The characters may be actively seeking the Sage for their own personal benefit or on behalf of an NPC, or he could hold the answer to a burning question in your campaign.

The sepulcher is located near the ruins of an ancient civilization's metropolis, where its cemetery would be. A magical two-way portal opens at midnight and lasts for an hour, leading into Room 1. There are no lights in the tomb unless stated. Doors are good wood and unlocked, but for Room 6 (successful DC 20 Strength check to break or DC 18 Dexterity check to unlock with thieves' tools). The tomb and the sage exist due to a life-draining pact. Every time a creature enters a numbered room they suffer 1 hp of negative energy damage (DC 12 Constitution saving throw). The drain is not suffered again unless the being exits and re-enters any room. Negative energy protection ignores this damage. Tomb magic is DC 25 and anything dispelled returns after 1d10 turns.

1. Stone Sarcophagus

There is only an empty stone sarcophagus here carved in the likeness of the Sage in his prime time. In the corridor, chiseled above the door to Room 2 is: "Enlightened" and above the archway to 3: "Supplicants".

2. Within the Dark

The whole room has a permanent *darkness* spell, excluding a 20-foot-square area where beams of light seem to come down from the ceiling. This light area moves clockwise 10 feet every 1d4+1 rounds, following the perimeter of the room. Two shadows (285) per character are lurking in the darkness. They will stay within the dark and only attack beings at the edge of the light. Anyone braving the darkness will bring all

shadows upon them. On the floor in the SW corner of the room lies a black metal key that opens the west door of Room 6.

Corridor Traps (2): collapsing roof traps (275).

3. Hooded Death

Stone benches and pegs holding rotting robes line the walls here. Several hooded figures (zombies; 287; three per character) dressed in these vestments sit in wait. A single figure (wight) blocks the western door and will raise its hand signaling the adventurers to wait and take a seat. The door to Room 4 has "Library of Shadows" chiseled above it. Any attempt to enter Room 4, aggression or spellcasting causes the undead to attack.

4. Words in Shadow

Bookcases reaching 6 feet and filled with semi-real books cover the walls here. All are made of shadow material. Any book touched immediately drains the character of 1 hp (as per the room drain effects) but solidifies in their hand to be opened and read. If a book is examined roll 1d8:

Random Book Events

1d8	Result
1	A hollow space cut out holds the black key that opens the northern locked door of Room 6.
2	A spell scroll (4th level, GM choice) slides out.
3-6	Normal (may reveal lore of your campaign).
7	A *symbol of discord* is inscribed in a page.
8	A book of unspeakable horrors affects even a casual reader as per contact other plane (DC 15 Intelligence saving throw. On a failure, you take 6d6 psychic damage and are insane until you finish a long rest).

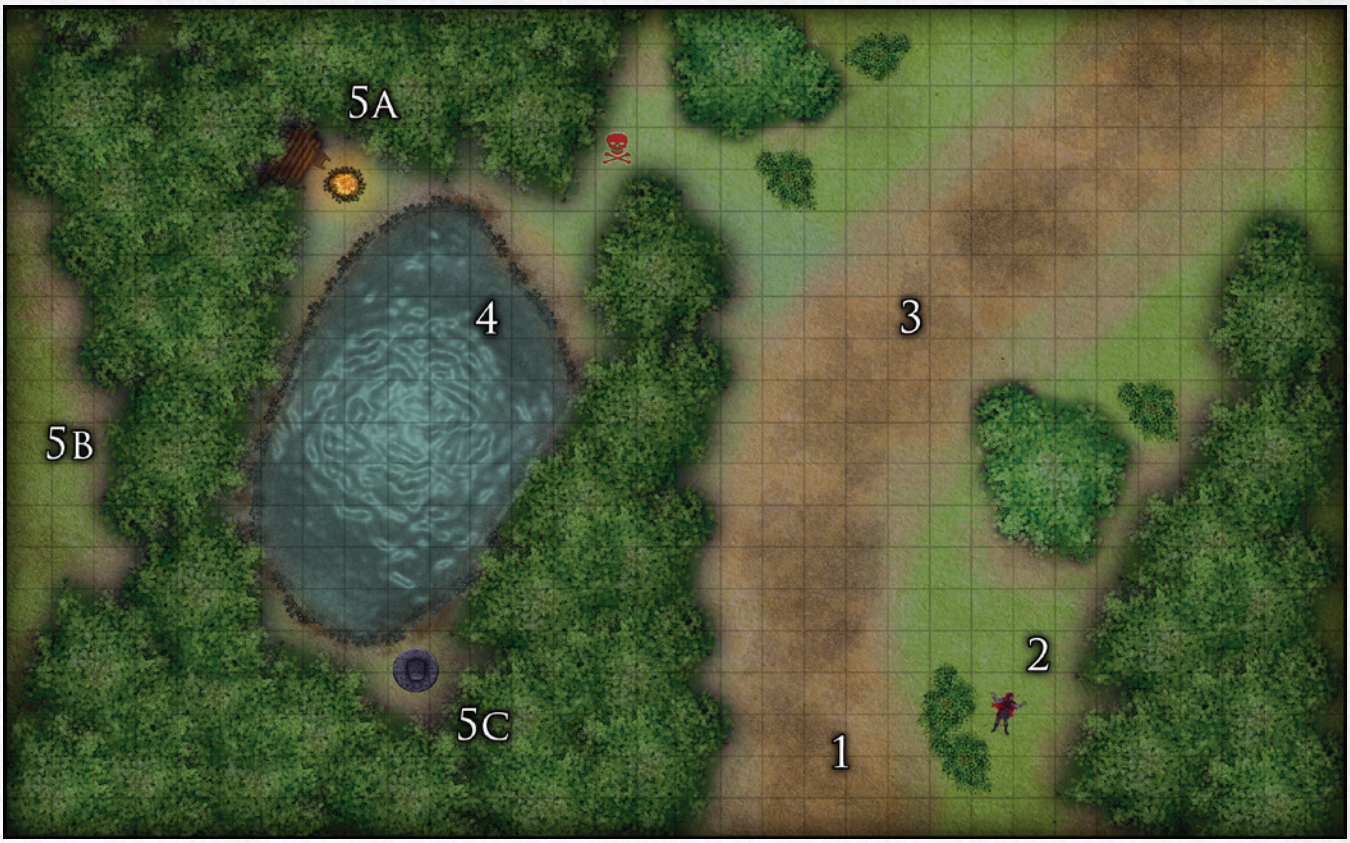
5. Isolation and Meditation Cells

Chiseled above the door to this room is: "Isolation and Meditation Cells". The room's floor has ten 20-foot-deep simple pit (275) concealed by a *major image* illusion. Strong winds rise and fall in this room (ranging from weak to *gust of wind* strength) but always blowing westwards (it may extinguish mundane lights). Attempting to jump over the pits is dangerous, however, if clearly stated, a character may roll a DC 12 Dexterity (Acrobatics) check or DC 12 Intelligence check to time their jump with the ebb of the winds' strength. On a failed check, the character is pushed by the strong wind into the pit unless a successful DC 20 Strength (Athletics) check is made.

6. The Witching Hour's Sage

A sick red light bathes this room. The Witching Hour's Sage (wraith; 287) waits on a stone throne. Two "advisors" sent to him by his pact master are constantly whispering secrets and truths to the sage's ears (gibbering mouthers; 280). The sage will talk unless the adventurers are aggressive or insulting. One request for knowledge per party will be satisfied by the sage if a living being offers their life to feeding the tomb! The gibbering mouthers' maddening babbles then divulge the truth about the shadows (victims' souls) and the zombies (victim's bodies). If the Sage is brought down to 5 hp or less he surrenders and offers to answer one question for free.





The Queen's Estuary

Rachel Ventura

The forest is alive with the songs of birds and insects. The weather has warmed to a comfortable balmy temperature. The wind is blowing and the smell of flowers and fresh fauna float in the air. On such a marvelous day what could possibly go wrong in such a peaceful place?

1. Breezy Trail

The wide trail curves off to the right, while a row of tall bushes line the left side of the path. A warm breeze blows but strangely, instead of the forest scent the smell of putrid flesh lingers in the air.

2. Mysterious Death

A break in the bushes to the right reveals a rotting adventurer. From the looks of it, it appears as though he died from thousands of tiny cuts.

If the adventurers search the body, they find a rusty long sword, two daggers, a pouch of 20 GP and a brass key.

3. Perceptive Split

The sandy dirt on the path has been disturbed. It appears as though a mighty struggle took place here. The pathway leading on seems to be undisturbed.

If a character succeeds on a DC 15 Intelligence (Investigation) check they notice tracks leading to the dead body as well as tracks leading up to the left behind the wall of bushes.

Encounter: spiked pit trap (275).

4. Estuary

Coming around the bend is the familiar scent of a campfire. A little further reveals a small one burning outside a wooden quaint hut. The smell of warm, fresh bread radiates from the chimney. A medium pond is located a short distance away. The breeze creates small ripples and waves across the surface. The water is extremely clear and sparkles like diamonds in the sunlight.

A successful DC 20 Wisdom (Perception) check alerts the adventurers to the water elemental (286). If the adventurers disturb the water, the creature attacks.

5a. Queen's Hut

Inside the cozy and tidy home is a wooden table with chairs; a side alcove contains an elegant four post bed; and directly across from the door is a kitchen. Beneath the bed, lies a chest with a brass lock attached to it. A gorgeous fey female is just taking bread out from an open oven. She places the bread on the table in the middle of the room as she turns to welcome her surprise visitors. Her eyes are intensely green with long lashes. Her green flowing gown is almost see-through and flows easily with her movement.

The "queen of the fey" is actually a green hag (281) and her "friendly dog" is a hell hound (281). If the adventurers fail to see through her disguise, the queen says:

"Welcome to my home. You must be the adventurers sent to investigate the mysterious death along the road. Please break bread with me over some stew and wine before you begin your investigation."

If the adventurers eat the food, they become poisoned for three rounds, during which the ambush occurs. If the adventurers manage to defeat the hag and her hound, they find the trunk contains several disguises, and a *scroll of greater restoration*.

5b. Treasure Alcove

Around the outer part of the lake, the bushes and oak trees are extremely thick in this area and many of the bushes have thorns on them. Approaching the greenery makes it appear as though the bushes and trees are shifting to create smaller gaps and tightening the ranks. Perhaps it is simply the wind.

If the adventurers have already spoken to the Sprites and have used the salve to free their queen then the bushes part in the middle revealing a chest containing: two *potions of healing*, one *potion of greater healing*, a pearl necklace, an onyx ring, 3,000 gp, and a golden sundial.

If the adventurers have killed the Sprites or were denied access, then the bushes are awakened shrubs (276) (any vegetated map square). If the adventurers continue to attack the bushes for three rounds, the shrubs grow & meld into three awakened trees (276).

5c. Surprise Statue

A stone statue depicting the queen of fey stands tall on the opposite side of the lake. In her hands, she is holding a large pearl.

If the adventurers get within 20 feet of the statue, whether walking, swimming, or flying, a swarm of two dozen sprites reveal themselves and demand, "who goes there?"

The hag turned their actual queen into this stone statue. They have sworn to protect it until they can undo the spell. If the adventurers have found the salve then they can offer to help.

The stone on the queen begins to fade and she crumbles into a heap as the pearl rolls toward the water's edge. Several sprites fly to her and help her. One sprite says, "We are eternally grateful. Please accept the pearl as our thank you. You will find a secondary gift awaiting you just beyond the bushes!"

Otherwise, they assume the adventurers are here to hurt their queen and they attack. If they do not have the salve, a character must succeed a DC 15 Charisma check to persuade the sprites they are willing to help.

Thank you, oh thank you, for accepting to help our Queen. You ARE offering to help our Queen, correct? We could never leave her in such a state. Help us and this pearl as well as our treasure beyond the bushes is yours!





The Kabandha's Request

Jonathan Ely

In the distant past, the ancestors of the reclusive treants made a bargain with some unknown entity or power to grant their kind special favor in exchange for agreeing to serve as wardens of the hidden places of the world, such as the confluences of ley lines and other sites of mysterious power.

Treants have kept this pact through the millennia, and today they serve as tactically-minded guardians with great longevity.

As the adventurers pass through a heavily wooded region, far removed from any major community, they come across the badly injured Thurgrimm Treelord slumped under a tree. Weakly requesting their help, the softly spoken treant explains that his clan was ambushed, and their ancient home is being desecrated by the foul trolls (286), Gordok Wyrmbreaker, and his retinue of ogres (283).

If the adventurers can drive off the invaders whilst their forces are depleted, and return Thurgrimm to his sacred home, they will be well-rewarded (at the GM's discretion).

1. The Approach

Well-hidden within the depths of the wood, this represents the single easiest route into Thurgrimm's home. The approach is littered with the remains of several dead ogres–crushed by rocks or pierced by massive arrows and heavy spears. From here there is a clear view of the foul ceremony taking place Area 2.

2. The Stone Circle

This vine-tangled structure positively glows with ancient magical power, a by-product of ley lines that cross through its center. The remains of several treants are being cast onto a bonfire by three large ogres (283). The entire area enclosed by the stone cromlechs is protected by an *antimagic field*.



3. Entrance

Two beautifully carved, heavy stone doors depicting forest vegetation are pushed closed, denying access to the holy complex within. At 4 inches thick, the doors are unlocked but their great weight requires a successful DC 18 Strength (Athletics) check to force them open.

4. The Hall of Longevity

A double staircase leads up into this long chamber supported by carved vine pillars, and dominated by a large sculpture of a treant. A successful DC 15 Intelligence (Nature) check or DC 15 Intelligence (Religion) check identifies the sculpture as a treant hero known as Dravin Forest-Father. The area is currently being desecrated by three ogres (283), spreading blood and filth around the room, as well as trying to deface the sculpture (gold-plated stone, so tougher than it looks) with a large club. Noise of the conflict may well warn Gordok of the adventurers' approach into the complex.

5a. The Hall of Renewal

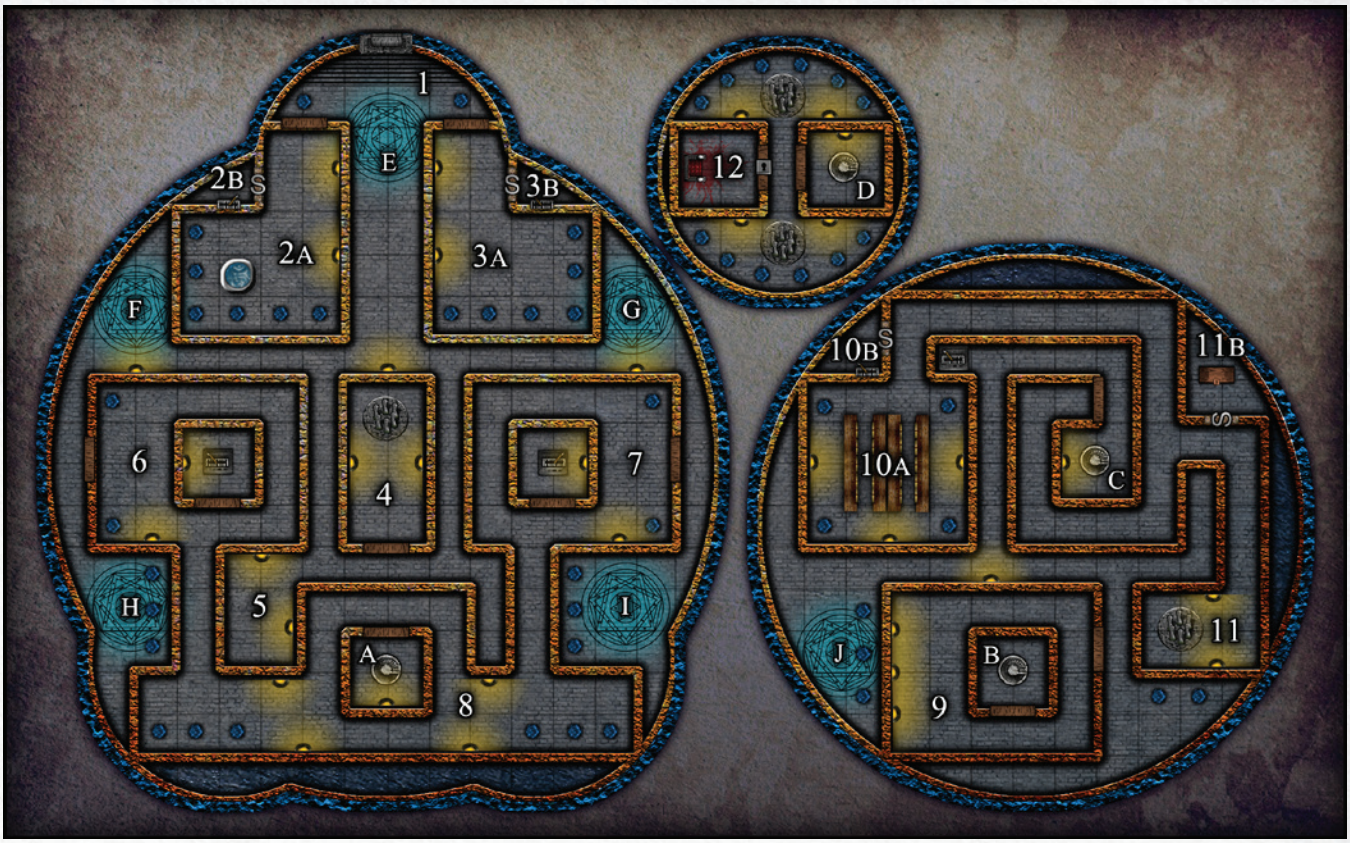
Three particularly large stone "coffins" (cisterns) lie within this chamber. Although they are currently sealed, the troll, Gorkon Wyrmbreaker, is attempting to slide the heavy lids. It is more than likely the troll has heard the combat between the party and his ogre retinue in Area 4, and is prepared to engage the adventurers as soon as they enter the room. If opened with a successful DC 20 Strength (Athletics) check, each cistern contains magical water that enhances plant growth (but does not accelerate growth; nor does it convey any benefits to non-plants).

5b. The Seed Chamber

A successful DC 20 Wisdom (Perception) check locates the secret door that hides this area. A tiny button, discoverable with a successful DC 15 Intelligence (Investigation) check, allows the door to open and slide sideways, leading into a small side chamber. Inside, in set into the floor, a shallow bowl holds four oversized acorns resting atop rich, dark mulch. Two pillars, each carved with the representation of fierce treant guardians, stand in eternal vigil on either side of the bowl. If the adventurers break or interfere with the acorns, they are heavily penalized by Thurgrimm upon his return.

6. The Hall of Truth

Three large statues look down on a single square within the center of this modest chamber. The square contains two sets of shackles, etched with a permanent *zone of truth* spell (affecting the whole room), and any answer



Apparatus of the Brachemoth

Colin Stricklin

Exiled from the port city of Octomere after one too many explosions, the gnomish inventor Ajquam created the giant mechanical crab known as the Apparatus of the Brachemoth and returned for vengeance. To power his creation, Ajquam bound a water elemental named Limus. As the pair bore down upon the city, however, Ajquam lost his nerve. He could not bring himself to raze his onetime home. Unbound, Limus murdered its master and now conspires to find someone to repair the broken machine that looms over Octomere. The city needs a band of brave adventurers to enter it, confront its mysterious masters, and pilot the colossal vehicle back out to sea.

The Bound Elemental

Limus (286) is bound within the confines of the magic circles. It can't leave them, but it can reach beyond them to attack careless enemies. All of the magic circles are magically linked allowing Limus to move freely between them or even create lesser versions of itself in multiple locations (see Area 12). Characters will first encounter Limus in magic circle J. Limus aids the adventurers as long as they're repairing the Apparatus and generally getting the elemental closer to its goal of razing the city.

The Levers

The Apparatus of the Brachemoth operates by means of levers, though its levers are unlabeled. Even more confusing, the function of Levers 1, 2, 3, and 4 depends on the position of Lever C. As the game begins, lever C is set to tactical mode. Careless

Lever Location	Lever Function
C	Toggles tactical/travel mode
2b	Tactical: Fires forward cannons—*fireball* (DC 15); Travel: Uncover/cover front and side portholes
3b	Tactical: Raises water as per *control water*; Travel: Move forward/backward 160-feet
6	Tactical: Activate/deactivate external loudspeaker; Travel: Turn left/right 90 degrees
7	Tactical: Extend/retract pincers and feelers; Travel: Rise/sink in water
10b	Tactical: Snap pincers (6d8 slashing); Travel: Open/close "eyes" w/ permanent *daylight* inside

experimentation may damage the city (GM's discretion), leading to a reduction in pay.

1. The Wet Porch

A successful DC 5 Strength (Athletics) check is enough to slip under the machine's outer shell and gain entry. Once the sodden adventurers cross Circle E, its lines glow blue, absorbing moisture from their garments, drying them instantly. This effect now alerts Limus to the presence of intruders.

2A. Diving Prep

The shallow basin in this locker room emanates an aura of transmutation. Touching the basin's water grants water breathing and the ability to speak Aquan for 24 hours.

3A. Workshop

A 5-minute search amongst various mundane tools and blueprints littering the workshop finds plans for concealing secret doors behind nondescript bulkheads. The underlined phrase, "Solves wasted triangular space issue!" refers to the fact that secret doors, which can be located by a successful DC 13 Intelligence (Investigation) check, lead to triangular enclosures formed between the hull and interior walls.

4. Sabotaged Hydraulics

With his dying breath, Ajquam ordered the golem in Area 5 to break the valve wheel in this room. A successful DC DC 13 Knowledge check after 5 minutes of studying the machinery reveals that the Apparatus can no longer move under its own power. If the party wishes to clear Octomere Harbor, they need replacement parts (Area 11).

5. Golem Hangar

A shield guardian (285) stands here. The creature stores a shatter spell, and followed Ajquam's dying command to destroy the valve wheel in Area 4. Now it has returned to keeping intruders out of Areas 6 and 7.

6-7. Locked Levers

The rather obvious placement of the levers in Areas 6 and 7 meant secret compartments were not an option. The doors to both inner chambers each have three simple locks, each of which can be picked by a successful DC 17 Dexterity check with thieves' tools. The locks are intended to keep intruders occupied long enough for the golem in Area 5 to answer the silent *alarm* set off by approaching either chamber.

8. Flooded Stairwell

This area is flooded with 4-feet of seawater that leaked in. Four poisonous snake swarms (286) have taken up residence in the room. The aquatic reptiles are not aggressive, and only attack creatures that blunder into their watery domain. If the swarms are defeated, more come to repopulate the area in 1d4 x 10 minutes.

9. Sprung Trap

When Limus sent one of his avatars to murder Ajquam, it set off the trap in this room. The trap never reset, but the blast did weaken the floor. A successful DC 12 Dexterity saving throw is needed to cross the southern half of the room or fall into snake-infested waters below and take 2d6 bludgeoning damage.

10A. Library

A character who studies in Ajquam's library for at least one hour gains advantage on Intelligence checks involving the Apparatus. A character who succeeds on a DC 10 Intelligence (Investigation) check discovers a journal detailing Ajquam's crisis of conscience, Limus's violent nature, and hinting at the Apparatus's secrets, discovering one additional hint for every 5 points by which the check result exceeds the DC.

11. Replacement Parts

Broken tools and spare parts line the shelves of this room. A particularly nice leather tool belt contains tinker's tools that are enchanted so that anyone has proficiency with tinker's tools while using them.

The room also contains a spare valve wheel. Replacing the broken one in Area 4 requires no special skill, but getting it there is a challenge. The wheel is 5-feet across and weighs 1000 lbs., maneuvering it through the Apparatus's narrow corridors will be difficult, but carrying it through Area 9 might be downright deadly.

11B. The Scale Model

The blueprints and technomagical parts to build an *apparatus of the crab* sit here. It would take a skilled smith only one month and 2400 gp in additional materials to complete the task.

12. Ajquam's Remains

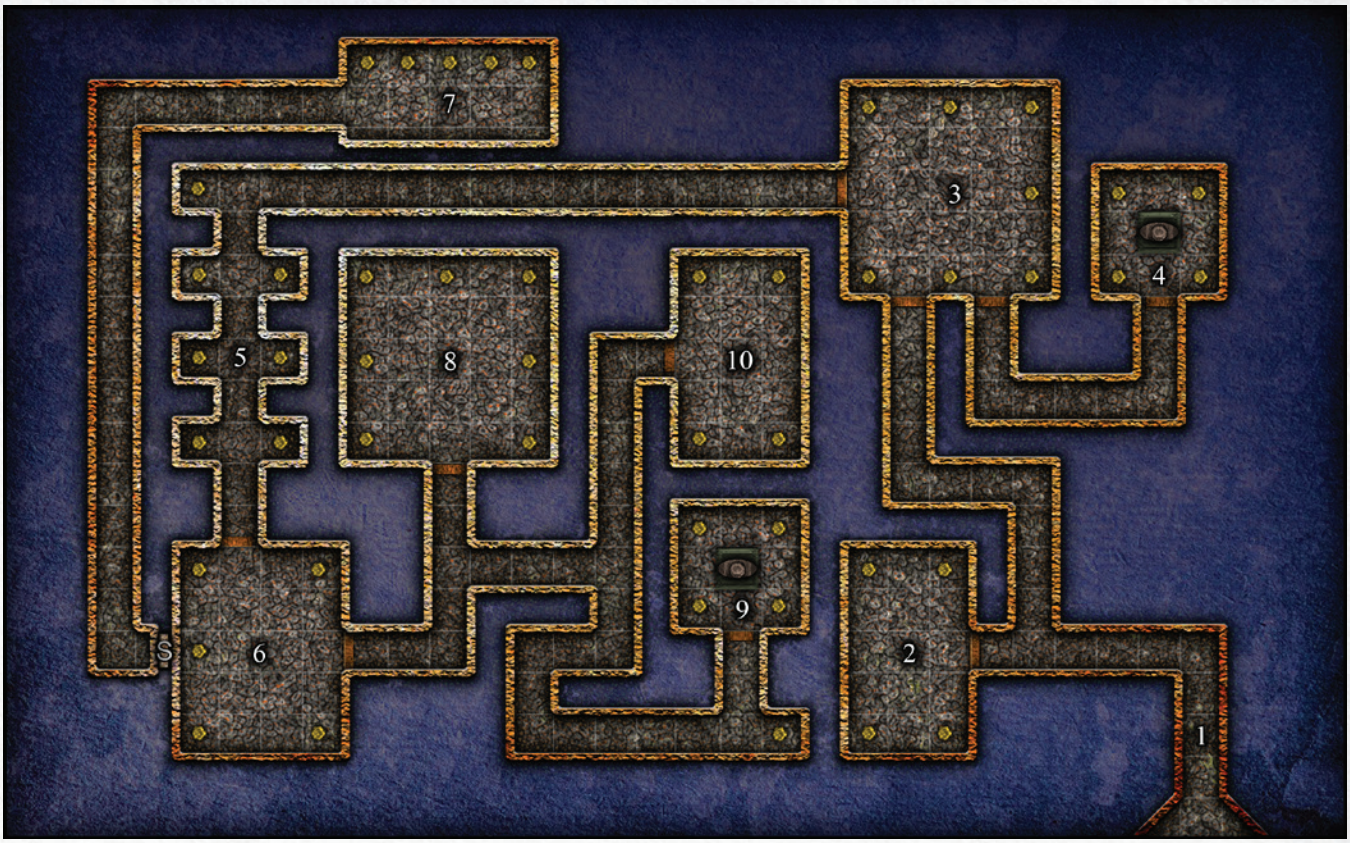
Limus is listening intently through the speaking tubes in this room. Once the adventurers approach the bloody remains of Ajquam in its throne-like chair, Limus addresses them in broken Common: "Ajquam broke trust. He said...not destroy. I was promised... Promised destroy. You sit chair now. You give orders. We break man city!"

Assuming the adventurers refuse, Ajquam sends tendrils (water elemental; 286) of its substance to attack the party. Only one tendril can be active at a time, extending from any of the magic circles. If destroyed, another tendril reforms one round later. If the adventurers manage to slay Limus, the Apparatus and its many levers cease to function.

Treasure

Ajquam's corpse possesses three *scrolls of shatter*, *gloves of swimming and climbing*, keys to the locks in Areas 6 and 7, and the amulet that controls the shield guardian in Area 5. If the shield guardian has been destroyed, it can be repaired with 30 days of labor and 13,300 gp worth of materials.

Colin Stricklin



The Burning Temple

Tim Hitchcock

Ancient azers built this temple to honor a great elemental fire god. Within its secluded walls, they spent long hours painstakingly crafting new azers to build a kingdom in his honor. The temple soon attracted the attention of a powerful efreeti who deemed the azers a threat. Raising a small cadre of his most powerful minions, the efreeti marched upon the Burning Temple, murdered the azers, destroyed their forge of life, and leveled the structure. Today the temple lies empty, but not uninhabited. While its walls remain battered and scorched, its greatest secret still lies hidden.

General Features: The temple is heated by its connection to the elemental Plane of Fire. As a result, temperatures within approach severe. The walls, floors, and ceilings of the entire temple have huge cracks in them and are covered with wide smears of black charcoal, the signs of furious battle and fire.

Many of the rooms have strange decorative columns in them, covered in Ignan runes which if deciphered can be identified as prayers to the Fire God.

Creatures: Four azer warriors have returned to the Temple in hopes of claiming its greatest prize, a magical gemstone known as the *Phoenix Egg* that lies hidden behind the secret door in Room 6. When the adventurers arrive, the azers are searching Room 8. When they complete their task, they move clockwise to the next adjacent room. These searches continue until they eventually encounter the adventurers.

While the azer aren't evil, they are highly suspicious of the intentions of anyone they discover rummaging through the ruins of their temple, and immediately assume all trespassers are looters seeking the Phoenix Egg. While the adventurers may be able to role-play their way out of an altercation, more than likely they find themselves in a fight.

1. Entrance

Carved into the arch above this passage is glyph that depicts a face with dwarven features but its hair and beard are sculpted to resemble flames. A ring of runes encircles the glyph, and a sizable crack runs through

the glyph as if a large heavy object slammed into it. The runes are in Ignan and read "Peace to all those Forged from the Flame."

2. The First Room

The hammered brass door to this room hangs askew, battered off its hinges. The room within shows more signs of violence and battle, though the scorch marks have been scrubbed clean. A mire of dark—colored sludge has pooled into the far corner. The pool is a black pudding (276).

3. The Second Room

The southwest door is battered open. Prayer columns encircle the large square chamber. Two more doors exit the room: a closed door flanking the entrance on the south wall, and another battered door exiting west.

4. The Burning Dwarf

Occupying this chamber is a large metal statue of a copper-colored dwarf holding a hammer. From an unknown fuel source, yellow and orange flames shoot out the top of the statue's head. A pair of fiery colored gems glitter in the statue's eye sockets.

A fire elemental (280) creates the flaming hair. It is magically bound to the statue. If anyone attempts to deface the statue, such as by stealing its eyes, the elemental attacks. The eyes are worth 600 gp each. Should the azers become aware that the adventurers have taken the eyes, they become furious.

5. Hall of Prayers

The long hallway ends facing a single prayer column, beside which is an arched passage to the south that leads to a narrow hall lined with three alcoves on either side. Inside each alcove stands another prayer column. In front of each column is a 20-foot-deep locking pit trap (275). The traps aren't triggered by weight but by striking, scratching, or otherwise marring a column.

6. Chamber of The Phoenix

The door opens inwards, revealing a moderately sized chamber. A single door on the east wall provides egress. This room feels slightly colder than the others. A secret door can be found with a successful DC 14 Intelligence (Investigation) check is hidden on the west wall behind a column.

7. The Phoenix Egg

This room holds the azer clans treasure, the *Phoenix Egg*. They did not leave the Egg unprotected. Dozens of small holes pierce the walls, from which slither venomous snakes; the entire floor undulates with crawling serpents.

In the chamber is a swarm of poisonous snakes (286). Two more swarms lurk within the walls. As soon as the swarm in the room drops below 10 hit points, another swarm begins to enters until all three are fighting.

Treasure: *Phoenix Egg* is a magical jewel with the same properties as a *gem of brightness*. It is sacred to the azers and if safely returned to them as an act of good faith, they reward the party with a *ring of resistance (fire)*.

8. Flames of Creation

This large chamber has cracks running the length of the floor. In the center lay the remains of what may have once been a portal or gate. The stonework is battered to near rubble and several large cracks run its length. Every so often a bit of flame sparks along the cracks, releasing a whiff of brimstone. Stone shelves, bashed to deformity, hold nothing but ash and globs of melted metal, hinting that they may have once been crafted into tools or weapons.

9. The Defaced Statue

In this room stands another metal statue similar to the one in Room 2, except that it has been defaced. Its hair no longer burns and its gem eyes have been plucked from their sockets. Scratched into its chest is a phrase also written in Ignan. It reads, "Die Azer Die!"

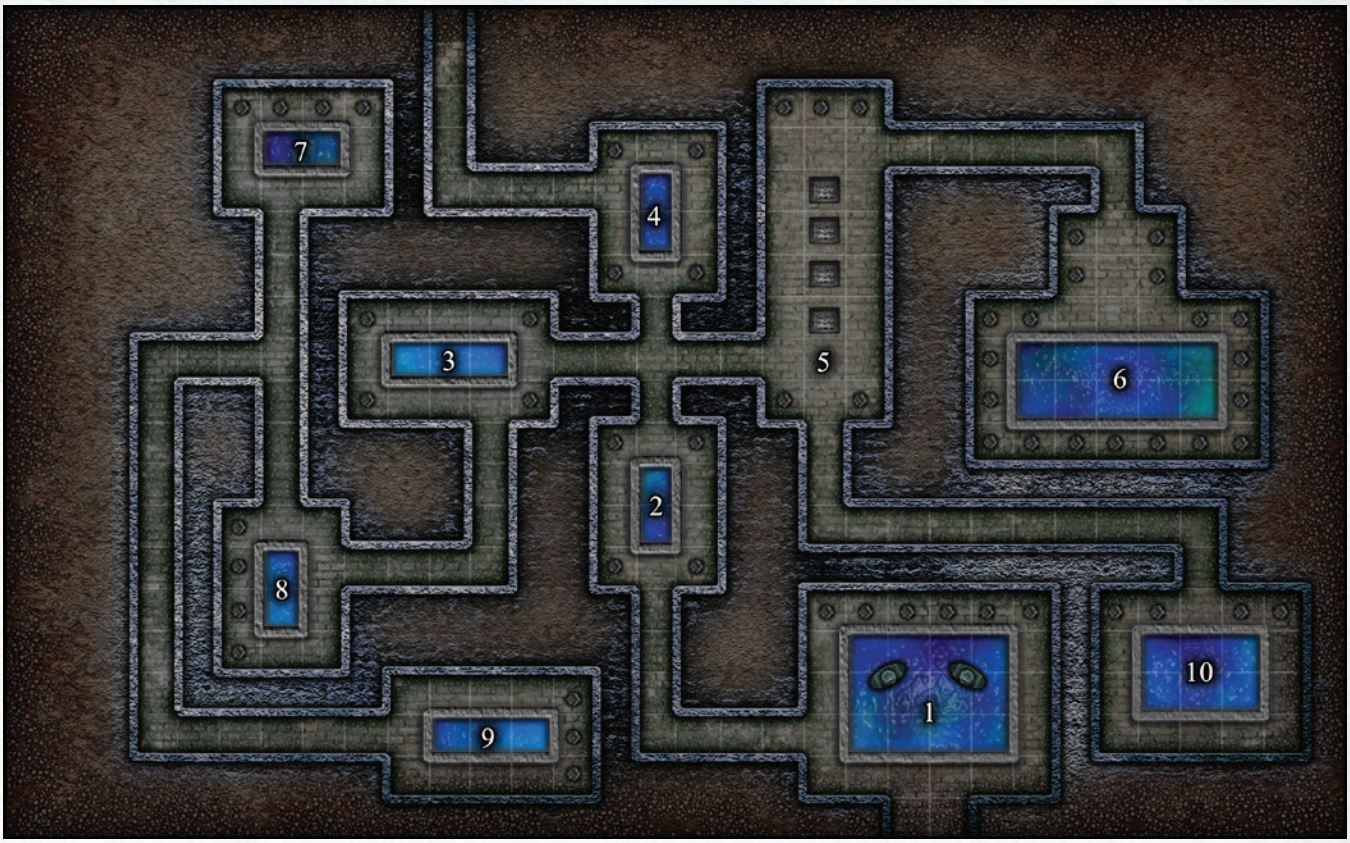
10. The Room of Origins

Covering the walls of this chamber, a tableau of faded paintings depict dwarf-like creatures with flaming hair and beards working around a large circular stone portal from which they craft more beings of similar appearance.

In one corner sit three stone chests, all split open and their contents gone. Several dozen stone urns also lie scattered about the room, all badly cracked and chipped from violence. The urns hold a mixture of ash and copper dust.

The copper-colored dust is the remains of azer priests. From this powder they forge new azers, after their elders complete their time of passing. Disturbing the dust summons an azer ghost (280). The ghost threatens to destroy anyone who disturbs the dust. Righting the urns and placing the dust back in them puts the ghost to rest.

Tim Hitchcock



Hungry Waystation

Brian Suskind

While delving the darkened passages of a dungeon, occasions to rest and resupply are precious. Is it then any surprise that fell creatures turn such opportunities into bloody horror? A shelter mimic, disguised as a section of dungeon, lures in wandering monsters, explorers and adventurers with offers of safe rest and resupply. A rare specimen of mimic, the creature disguises itself as a house, cave, or in this case, a collection of dungeon chambers. It can even create flesh-drones to perpetuate the illusion. These monk-like "attendants" (dopplegangers; 278) change their form to ingratiate themselves with guests. Victims enter the mimic through one of its two mouths (Areas 1 or 4) and believe they are lucky to find a place to refresh and replenish...until the mimic begins digesting them.

While it remains motionless, the shelter mimic is indistinguishable from real rooms and corridors. Thus, the Waystation appears to be just a collection of rooms with beautiful fountains or pools. The smooth walls of greenish stone have no sign of mortar or individual bricks. Glowing orbs in the ceiling illuminate the halls and chambers. The pools appear to be endlessly deep but only the topmost is fresh water (except Area 7). Beneath the water, the liquid is highly acidic (the mimic's digestive system), linked together in a common aquifer. The mimic allows its victims to fatten themselves up for as long as they want, striking only when they attempt to leave.

Attempting to Leave

When the adventurers attempt to leave or when the GM wishes, the Shelter Mimic will attempt to grab and engulf its victims. The nine pools in the area will produce pseudopods (1 per pool) that will automatically grapple on successful attacks and attempt to pull targets into the pools. The mimic will choose its time of attack carefully, preferring to attack victims when they are alone. The Attendants will also enter combat as indicated in the entries below.

1. & 4. Entrances

Two attendants stand by a fountain to welcome new arrivals. They guide the characters toward Area 2, if possible, offering a safe place to rest, food and alcohol at reasonable prices, merchants to trade with, and even a library for research. Since these services are legitimate when it suits their needs, it takes a successful DC 20 Wisdom (Insight) check to detect something is amiss. The two attendants are dopplegangers and the fountain

is a mimic pseudopod (mimic). Characters who are pulled into the water are subjected to the shelter mimic's engulf ability (similar to gelatinous cube; 280).

2. Antechamber of Welcoming and Greetings

Two more attendants greet the characters in the name of Saint Eligia of the Open Hand, the patron of Rest, Healing and Trade. They claim that providing services in exchange for reasonable rates is a holy calling and happily direct newcomers to the various areas of the Waystation.

3. Quiet Room of Healing and Contemplation

The central pool has comfortable beds arranged around it while three white clad attendants await new patients. Healing is available here at a discount prices (after all, the mimic wants healthy food). The attendants cast the following spells from scrolls: *cure wounds, protection from poison, remove curse, reincarnate,* and *resurrection*.

5. Grand Exchange of Wares

Four stone tables heaped with a wide variety of goods, weapons, armor, books, potions, and other oddities sit in the middle of this long, rectangular room. The walls also have racks of items upon them. The four attendants in this chamber will happily buy and sell their wares ("donated" by previous meals). Their items can be tailored to suit individual campaigns but include most common equipment as well as magical items up to 3,000 gp (or higher if needed). There is a 25% chance that one or more items are scarred with the mimic's digestive acid—a character who succeeds on a DC 10 Wisdom (Perception) check notices the scarring. There is at least one of every common equipment; the magical treasure is for the GM to decide.

6. Hall of Feasts and Libations

This large room features a glass floor, ringed with pillars, above a pool of still water. A few tables and chairs are also set up to accommodate guests. Three attendants eagerly bring the characters any food or drink they wish from the cabinets standing between the pillars. Anything they mention, the attendants happen to have on hand. This is because the consumables in this room are non-sentient pieces of the mimic itself, shaped to fit the demands of the guest. A successful DC 20 Wisdom (Perception) check reveals the deception. The consumed food or drink remains inert in the body until commanded to awaken by the mimic. When that happens, any character that ate or drank here must succeed on a DC 19 Constitution saving throw or be poisoned for 8 hours. The glass floor is also part of the mimic, dissolvable at will during battle.

7. Comfortable Resting Chamber of Relaxation

This 40-foot-tall room has a pool of water in the center and multi-level bunk beds along the eastern and western walls. An attendant stationed here sees to the guests needs and will joyfully offer extra blankets, pillows or cuddly stuffed animals. The light is dim to provide a peaceful rest. The guests may bathe in the pool if they wish; it has steps for easy access, a tiled floor, and the warm water is only 4 feet deep. A successful DC 10 Wisdom (Perception) check reveals a strange message crudely carved into the underside of one of the bunk beds. It reads, "In the belly of the beast! Don't--" The message ends suddenly. The mimic can dissolve the tiled floor of the pool at will.

8. Athenaeum of Shared Learning

A glass floor overlooking a calm pool of water lies in the center of this bookcase-lined chamber. A single attendant is on hand to help direct those who wish to conduct research. A casual glance reveals that many of the tomes on the shelves are spellbooks. Research conducted here takes only half the usual time and costs half of the usual price. Available research is for the GMs to decide, but this is a good opportunity to introduce strange spells and lore. The mimic can dissolve the glass floor at will.

9. Hindbrain

This plain chamber appears to be unused; a sweetsmelling reddish algae chokes the pool. Despite appearances, this is the shelter mimic's hindbrain that controls the attendants. The shelter mimic can only be killed if both fore and hindbrain are destroyed. A pseudopod (mimic) is produced in every 10-feet square of the pool with the stats indicated below. The hindbrain is destroyed when all three pseudopods are killed. At the GM's discretion, if the adventurers resort to ranged attacks or spells cast from down the hallway, the hindbrain retracts into the pool, rendering it immune to such attacks.

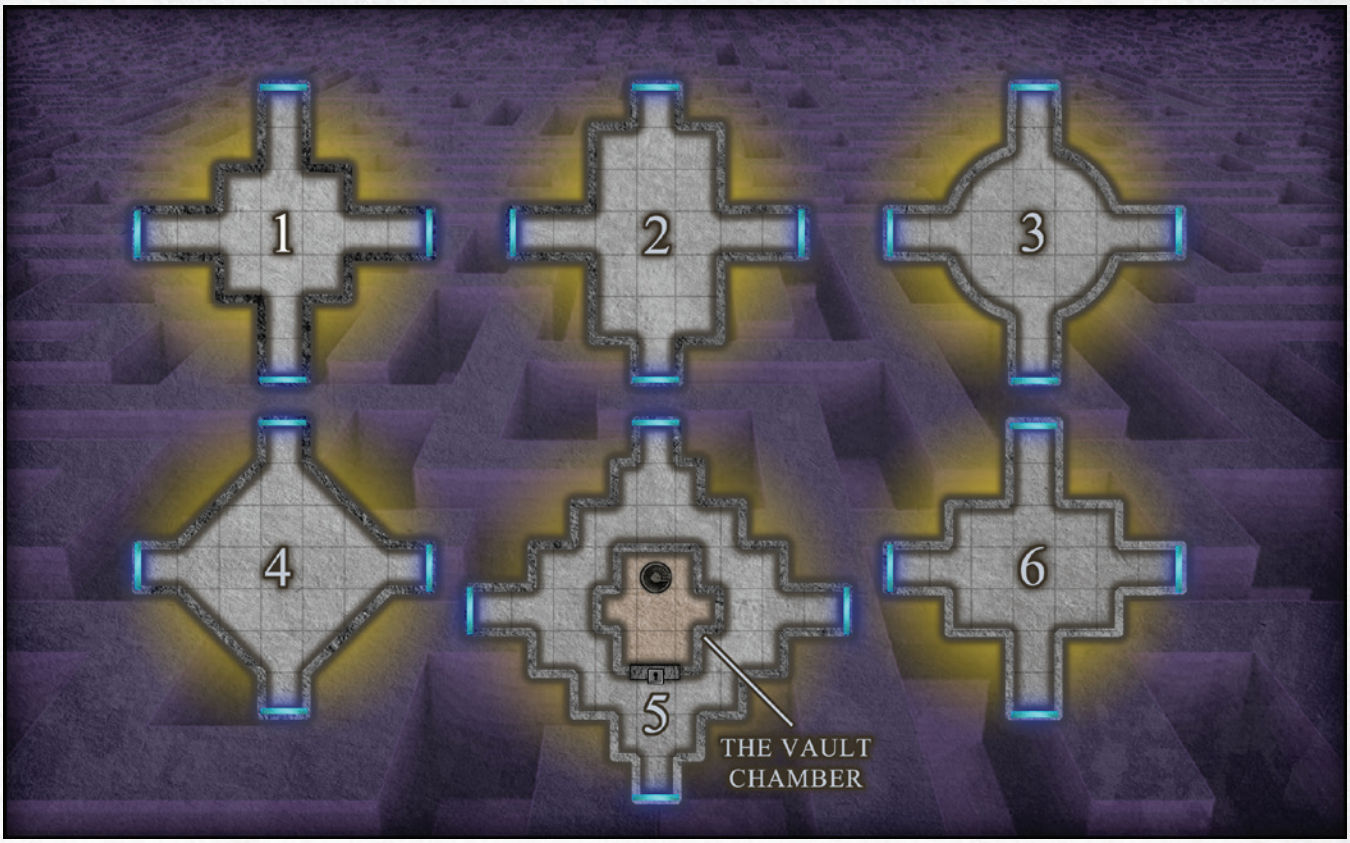
10. Forebrain

This room faintly throbs every few seconds. A successful Knowledge (nature) check reveals this is the shelter mimic's forebrain that shapes the waystation. The shelter mimic can only be killed if both fore- and hindbrain are destroyed. Every 10-foot square of the pool produces a pseudopod (mimic). Once all six pseudopods are killed, the hindbrain is destroyed. At the GM's discretion, if the adventurers resort to ranged attacks or spells cast from down the hallway, the forebrain seals the gap, rendering it immune to such attacks.

Conclusion

After dispatching both brains, the shelter mimic thrashes in agony. Acid exudes from the walls as the creature's body begins to lose cohesion. Heroes must quickly exit the dying Shelter Mimic. Every round, each character must succeed at either a DC 14 Constitution saving throw or a DC 14 Dexterity saving throw (GM's choice). Failure results in 3 (1d6) acid or bludgeoning damage.

Brian Suskind



Mysteries of the Endless Maze

Justin Andrew mason

A powerful wizard created the maze to ensnare treasure hunters who may be bold enough to seek his prized hoard of magic items. Though the maze's creator long ago died, its magic persists, and the enigmatic complex has yet to be solved. A wealth of treasure awaits any who are cunning enough to traverse the mysterious maze and collect the keys needed to escape.

When the adventurers first enter the dungeon through a mysterious portal, and for every portal entered within the maze, roll 1d6 to determine to which segment of the maze the portal leads. Segments corridors are connected logically deemed by direction of travel. Each time an adventurer enters a new segment of the maze a series of random checks are made to determine the content of the new area. A new segment of the maze cannot be entered until the challenge of the current area is completed. The portals leading out of an uncompleted area glow with red light. When the challenge of that area is completed all portals therein turn blue. Only blue portals can be passed through into new segments. Red portals act as impenetrable *wall of force* that deal 1d6 fire damage to any who try to pass through.

Each time a new segment is entered it is an entirely new area even though it may be identical to other areas the adventures have traversed. This means that the adventurers will never come across a room they have already been in before. Any object (such as a rope) passed into a portal is either forced to the other side of that portal or destroyed if it is unable to be completely forced to the other side. This prevents the adventurers from connecting two areas through a portal.When entering a new maze segment other than the vault segment roll 1d4 to determine the type of challenge for that area, and then utilize the subsequent relevant tables to define the contents. The only exception to this is the vault segment which has no random challenge and always remains the same area. Portals in the vault segment always remain blue and passable.

Maze Challenges

Roll 1d4	Challenge Type
1	Riddle (reroll if solved)
2	Random Trap
3	Random Monster
4	Random Trap & Random Monster

Random Traps

Roll 1d4	Trap Type
1	poison darts (275)
2	collapsing roof (275)
3	*glyph of warding (explosive runes)*
4	*glyph of warding (fireball)*

Random Monster Encounter

Roll 1d6	Monster Type	No. Appearing
1	will-o'-wisp (287)	2d4
2	xorn (287)	1
3	elemental*	1
4	salamander (284)	1
5	wraiths (287)	1d2
6	red dragon wyrmling (279)	1

* Roll 1d4 to determine type: 1: air, 2: earth, 3: fire; 4: water

Random Riddle Prizes

Roll 1d4	Random Magic Item
1	*potion of healing*
2	*potion of resistance (any)*
3	*wand of magic missiles*
4	*ioun stone (awareness)*

The Riddles of the Endless Maze

There are five riddles that can be discovered inside the maze. Each is carved into a solid granite block that sets in the center of the area's main chamber. They can be solved by speaking the answer to the riddle aloud in the common tongue. When they are solved, a random magic item manifests on top of the block as the engraved riddle vanishes. The granite blocks only appear in rooms randomly determined to have riddles.

- *Blackened roof and windowed walls, what burns with flame yet never falls?* (a lantern)
- *Always ahead but remaining unseen, this promise to some cannot be redeemed.* (tomorrow)
- *With wingless flutter and toothless bite, what charges in day and howls at night?* (the wind)
- *A spare for the beggar and a pair for the dead, free for the bandit who bought his bread.* (a coin)
- *When donned these rings no brides desire; when widows made by funeral's pyre.* (chainmail)

The Maze Vault

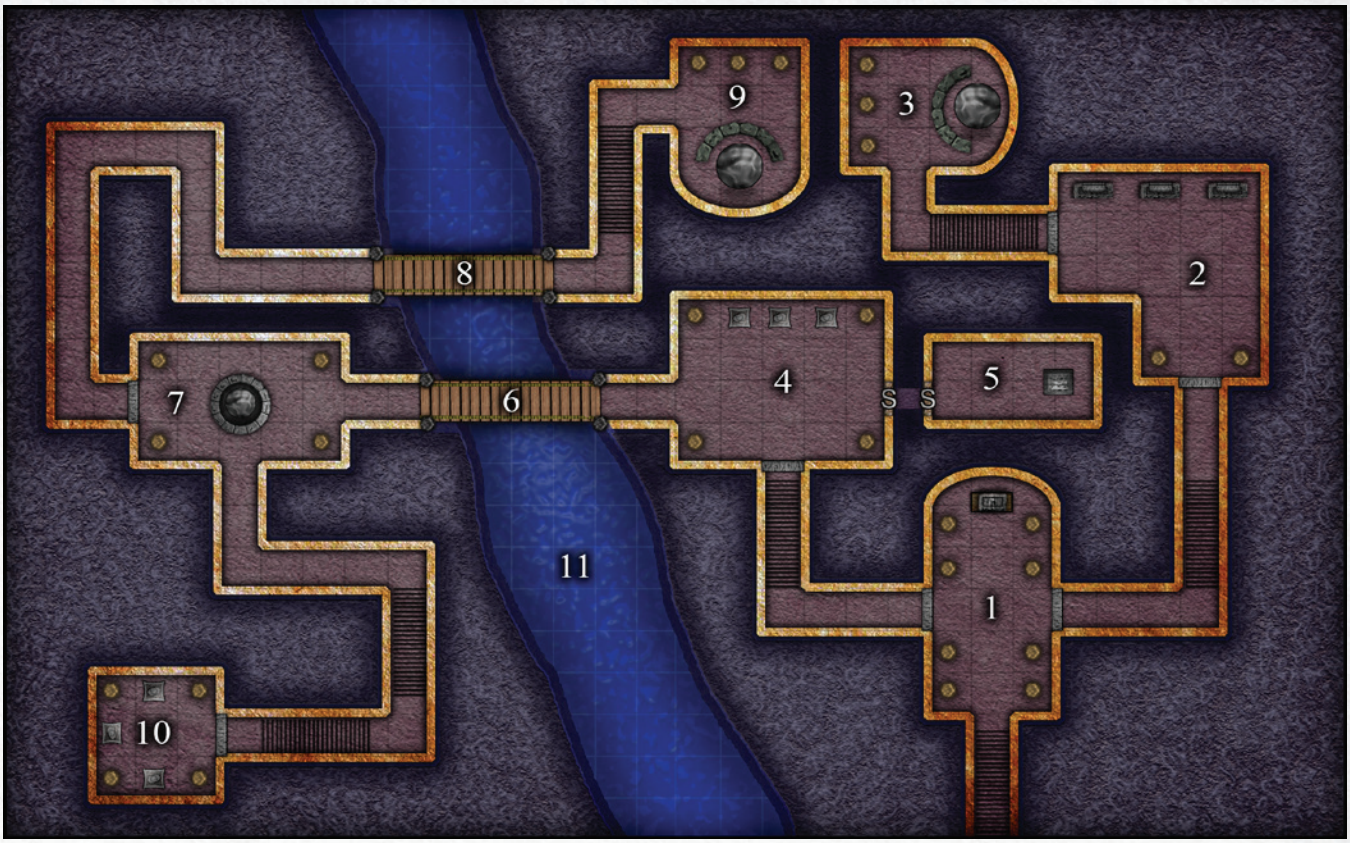
The maze vault is sealed by a massive round magical door bearing five square indentions. Each niche will lock into place any of the five keystones placed into it. The keystones are identical crystal squares glowing with purple light from within, and can be recovered throughout the maze by defeating monsters. The first group of monsters defeated in the five main segments will possess a keystone in their treasure. For each keystone recovered, the adventurers should be rewarded with a bonus of 200 experience each.

When all five keystones are placed into the vault door, it separates into five pie-cut sectors that each withdraw into the surrounding wall, providing access to the vault as well as its powerful guardian who awaits within to kill intruders.

The vault guardian is a young black dragon (278). When the black dragon guardian is defeated a spiral staircase manifests in the vault and leads up to another portal—the sole exit from the maze—which returns the adventurers to the portal in which they entered the maze. When no adventurers remain in the dungeon, the entrance portal forever vanishes.

The vault treasure consists of the following items: *pearl of power, potion of heroism, potion of speed, potion of invisibility, wand of fireballs, ring of protection, rope of climbing*, and 12,000 gp in gems coins.





Trade is Our Sword

Thilo Graf

Within the dark recesses of the underworld, safe traveling or trade routes are a much sought-after commodity. The river that runs serenely through these lightless chasms represents just one such vital route, but unfortunately, its toll collectors are insane.

1. Tithing Altar

A strange statue of a dwarf-like thing, made of an everchanging pile of pyrite coins, watches over supplicants; a golden bowl (worth 200 gp) lies before it. A tithe (minimum donation 1 gp) dropped into the bowl immediately vanishes, teleported to the stash in Room 5. The value of the tithe is interpreted (roll a d8) by a stark, raving mad mage (282). Four folk of leng (280) guards carefully scrutinize any who enter here. If any period of waiting is proclaimed, the character is escorted to Room 2. Once a waiting period has elapsed, the guards' escort characters back here and the required tithe is rolled again.

Tithe Table

1d8	Required Tithe to Pass
1	1 gp
2	10 minutes in the waiting room
3	1 hour in the waiting room
4	100 gp
5	1000 gp
6	1 day in the waiting room
7	1 week in the waiting room
8	Never

2. Waiting Room

The doors close seamlessly into the walls, locking behind those who enter. A successful DC 20 Wisdom (Perception) check is required to even attempt a DC 15 Dexterity check (with thieves' tools) to open the doors. A mind-numbing melody plays continuously, looping every few minutes, preventing any restful sleep. Three stone-cushioned davenports are the only furniture. One sits empty, another holds only a pile of bones. In the third lays a severely dehydrated, barely conscious drider. The drider will work with the part to escape, if they seem peaceable. Each hour spent waiting in the room requires a DC 19 Wisdom saving throw to avoid short-term madness. Upon the first failure, further saving throws

are required each hour to avoid long-term madness. Indefinite madness sets in one day after failing a second save.

3. Southern Observation Room

Three sticky, partially open cocoons hold incredibly bored-looking, unconscious and grotesquely mutated humanoids (ghoul; 280; creature type aberration). Strange threads that shimmer like gold cover the floors and walls, running from the ghoulish heads to a massive stone-sphere that floats mid-air. Tampering with these wires awakens the ghouls in 1d4 rounds. A semi-circle of stone plates covered with strange runes is inlaid into the floor. The runes are frantically pressed by a folk of leng . While the ghouls are unconscious, the stone sphere alternates between showing images of Rooms 1 and 2 and a section of the river, approximately 5 minutes of travel time downstream, as though scrying the area. Killing or freeing the ghouls disables the sphere.

4. The Tithe Obelisks

The runes that adorn these smooth obelisks alight when a vessel becomes moored at a bridge (see Area 6 & 8), but all attempts to identify them only produce gibberish.

5. The Cache

Well-hidden behind a locked secret door revealed on a successful DC 17 Wisdom (Perception) check, which can be opened by a successful DC 18 Dexterity check with thieves' tools, this stark room contains a massive stone coffer that contains the tithes teleported away from the bowl in Room 1. It currently contains 687 gp, an *oil of etherealness* labeled "Healing Potion", a property deed, 4 flasks of alchemist's fire and a scrimshaw incense burner worth 600 gp.

6. & 8. The Toll Bridges

These bridges are 30 feet over the river's surface. The hoist secured to the cavern's ceiling is large enough to carry one passengeror a sufficient tithe to the toll bridge in 5 rounds. Carved stone pillars with features of crab-like monsters watch over the river and hold the bridge aloft.

The eastern and western end of the bridge has a guard (folk of leng) stationed at all times, each mounted on a strange device set into the stone pillars. The guards operate the mouths of the crab-like creature pillars, as an action, to fire a barrage of sticky filaments at vessels in the river. The filaments are incredibly tough, made of pure force that cannot be cut, but their sticky nature makes them easy to climb, granting advantage on Strength (Athletics) checks made to climb them.

With a concentrated effort of coordination between the operators of the pillars of the bridge and its northern equivalent (Area 8), four attached strands (two from north, two from south) lift a vessel over the sandbank. If four pillars are manned, operators may all make DC 5 Wisdom or Intelligence checks to operate the strands correctly; an action that provokes attacks of opportunity. A success lifts the vessel over the sandbank in a process that takes 5 rounds. Strands automatically disconnect after lifting a vessel over the sandbank.

7. To Shores Unknown

This room contains a floating stone sphere, akin to Rooms 3 and 9, but the runes inlaid around it are significantly more complex. The sphere may be used to *teleport* a held vessel and all crew on board to an unknown destination. When the sphere is calibrated, which requires a successful DC 18 Intelligence (Arcana) or Wisdom (insight) check, it counts down from ten in dwarven runic script over the course of 5 rounds, teleporting the held vessel to unknown shores when it reaches zero.

9. Northern Observation Room

This room is mostly identical to Room 3, but its cocoons are on the northern side of the room. The stone sphere shows a section of the river, approximately 5 minutes of travel time upstream.

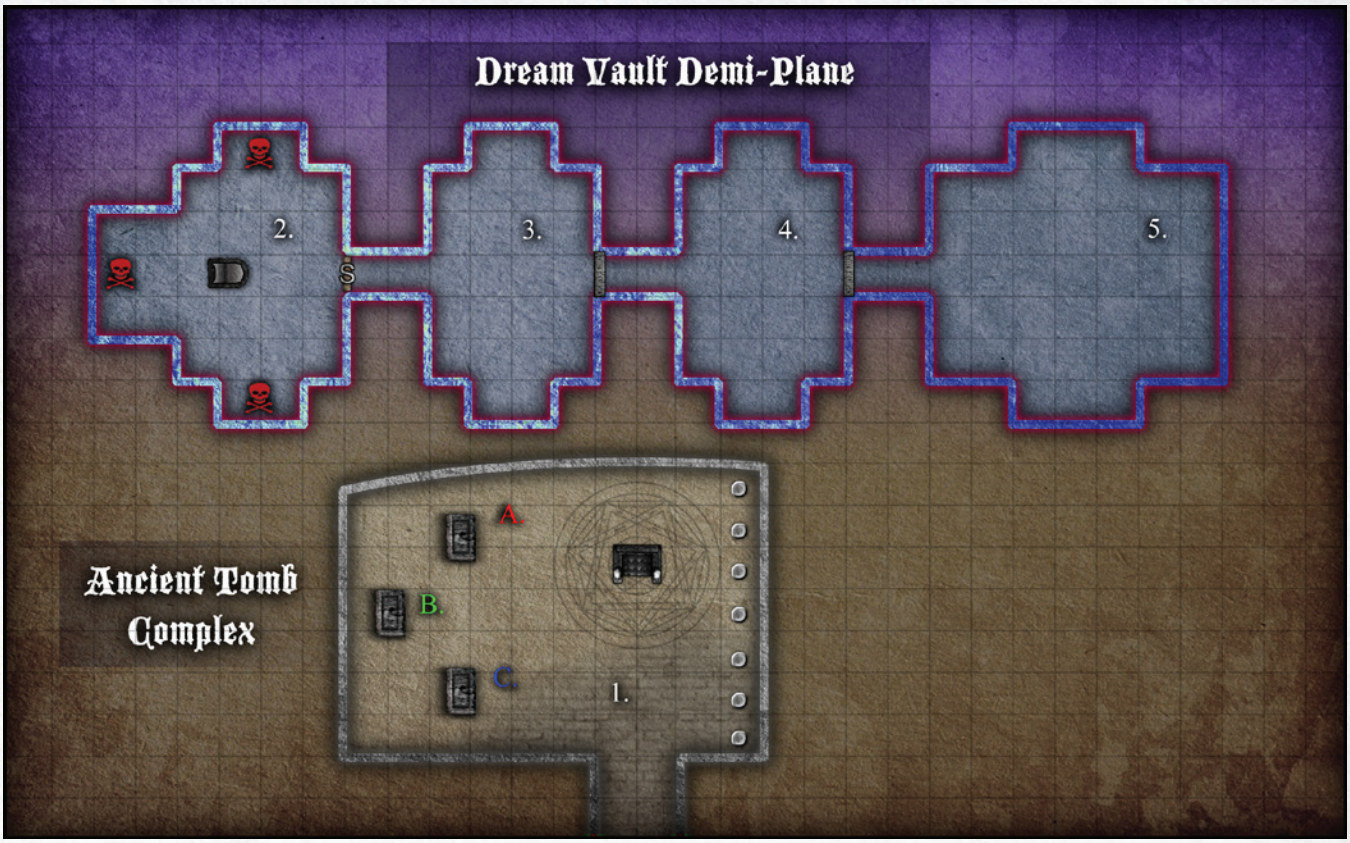
10. Toll Master's Scriptorium

There are three massive stone obelisks with masonry tools before each of them. Hewn into them, one can read a meticulous account of the vessels that passed through and their crew. The northern obelisk contains information on northbound vessels, the southern obelisk on southbound vessels, and the eastern obelisk depicts information on vessels bound for an unknown destination. There are always two mages here, frantically carving. They are automatically surprised.

11. The River

The water becomes shallow where indicated by the light ripples, grounding most trade vessels atop sandbanks between Rooms 6 and 8. Without the use of the filaments, it takes a concentrated effort of an hour and a successful DC 12 Intelligence check or a smart plan to break a vessel free.

Reinforcements: If the adventurers kill or free the ghouls in Rooms 3 or 9 or, when they activate the sphere in Room 7, roll 1d6 every minute. On a roll of 5+, 2 (1d3) folk of leng arrive in Room 1. If you rolled a 6



Throne of the Dwellers in Dreams

Justin Andrew Mason

While seeking work the adventurers are contacted by an artificer named Vynthis Targain who offers them a job investigating an ancient tomb complex. He is convinced the site contains information pertaining to the location of three relics known as the dream rods. He also believes that these artifacts are hidden somewhere within, but his own research has proven fruitless.

He offers the adventurers 500 gp to equip themselves and promises an additional 2,000 gp if they return with new information about the relics. If they return the actual rods he instead pays them an additional 2,000 gp for each rod.

After providing a map leading to the tomb, the artificer also shares his knowledge about the artifacts. He explains that his research suggests there are three of the golden rods each bearing a gemstone orb. He is unsure of their exact purpose, but suggests that the historical reference to them being "dream rods" may hint at their purpose.

The tomb is also a gateway beyond the veil of dreams once used by a long-dead race of humanoid beings. The gateway is activated when a creature sits upon a throne located within which teleports it to an extra- dimensional plane known as the dream vault.

As a demi-plane woven between the planes, spells and effects that require reference outside fail. This includes message spells, planar shifting, scrying and teleportation.

When a creature is killed in the dream vault it instantly teleports back to the tomb in the exact physical condition it was before being teleported away. Any treasure from within the vault in the possession of a returned creature remains in that creature's possession. Additionally, this pseudo-death is the only method of exiting the dream vault, and once a creature has left the demi-plane it may not return.

1. Tomb Complex

Any creature that has not already visited the dream vault who sits upon the throne in this room is instantly teleported into Area 2. They will arrive there asleep, and awaken in 2d4 rounds.

The three stone sarcophagi each contain the mummified remains of an unidentifiable humanoid creature - the body crumbles to dust immediately if disturbed. A character who succeeds on a DC 18 Wisdom (Perception) check notices a single circular bore hole in the bottom of each coffin.

If the three dream rods are inserted in the proper order into the holes (A: Ruby, B: Emerald, C: Sapphire), it triggers the following effect:

The dust of the three mummified bodies becomes airborne to coalesce into three wraiths (287) who attack the adventurers. When defeated, each wraith leaves behind a re-formed mummified body. These bodies, if searched, do not collapse into dust. A character who succeeds on a DC 12 Intelligence (Investigation) check discovers an *ioun stone of awareness* inside one of the heads and an *ioun stone of sustenance* inside another.



Gem Placement Table

North	West	South	Effect
			3d6 fire damage
			Door to Area 2 is revealed
			1d6 electricity damage
			2d6 electricity damage
			2d4 acid damage
			3d4 acid damage

2. Altar Puzzle

There is a single stone altar in the center of the room and no visible door. Upon the altar rest three large gemstones: a ruby, an emerald, and a sapphire. Each is worth 250 gp. There is a single indentation upon each of the north, west, and south walls. Each is sized perfectly to fit one of the gems. There is a different effect triggered depending on the pattern of gems placed into the indentations, as show on the Gem Placement Table.

Damage from any of the puzzle traps effects all creatures in the room and can be negated with a successful DC 18 Dexterity saving throw. The door remains once revealed even if gems are removed from indentions.

3. Draped in Gossamer Web

This room is guarded by an invisible stalker (282). When the invisible stalker is killed, it vanish into thin air leaving behind the *ruby dream rod*. The closed door also clicks loudly and drops below the floor level revealing the next room.

4. A Pile of Bones Erects

This room is guarded by a vrock (286). When the vrock is killed, it vanishes into thin air, leaving behind the *emerald dream rod*. The closed door also clicks loudly and drops below floor level revealing the next room.

5. What a Dark and Dreadful Dream

This room is guarded by a spirit naga (285). When the spirit naga is killed, it vanishes into thin air leaving behind the *sapphire dream rod*.

Dream Rods (Ruby, Emerald and Sapphire)

Wondrous item, very rare (requires attunement)

These magical rods have been crafted of solid gold and each is crowned with a different gemstone orb.

Each rod holds 3 charges. While holding a dream rod, you can expending 1 charge by using a command word to cast sleep, affecting 9d8 hit points' worth of creatures. When two rods are joined together by holding them end-to-end, they will fuse to form one longer rod with both gems at one end. While holding such a dream rod, you can expend 1 or 2 charges by using a command word to cast sleep; if you expend 2 charges you affect 13d8 hit points' worth of creatures. If a third rod is joined, it adds its power in the same manner. While holding such a dream rod, you can expend 1, 2, or 3 charges by using a command word to cast sleep; if you expend 3 charges you affect 17d8 hit points' worth of creatures.

A dream rod regains ld3 expended charges daily at dawn.



Stowaway on the Singing Sea

Justin Andrew Mason

The adventurers have been hired by local authorities to sneak aboard the merchant ship, The Last Song. The vessel is owned by the Elloise Drake (suspected of also being the nefarious pirate, Lady Wavedancer).

Law enforcement at the port city of Tangran's Landing have managed to arrange for a "special piece of cargo" to be loaded upon the vessel for its upcoming voyage. Rather than the fine silks said to be in the shipment, the adventurers are smuggled aboard hidden inside.

Their mission is to await for the sounds of the Last Song boarding another ship at sea, and then to exit their hideaway to investigate. If they discover the crew committing an act of piracy they are to present their documentation, arrest Elloise, and commandeer the ship.

The adventurers have been deputized by the Tonkin Tellsmith, the sheriff of the Landing, and offered a reward of 10,000 gp for their efforts upon return. They have been provided official documentation that not only authorizes them to arrest Elloise upon witness of her crime, but to offer the remaining crew legal immunity for all crimes committed prior and a bonus of 100 gp each if they surrender the ship back to port.

Inside the crate are four weeks' worth of rations and fresh water, a small selection of books, four bedrolls, one *continual flame* torch, three *potions of healing*, one *protection from poison scroll*, and a *portable hole* (to accommodate the necessities of being cooped up in a shipping container for several weeks). Each side of the crate has a hidden passage that can be opened only from within.

Elloise Drake (mage; 282) is a wealthy merchant of staggering beauty and cunning wit. She is also secretly the feared pirate known as Lady Wavedancer. If arrested she attempts to bargain with the adventurers for her "escape", offering them a greater monetary compensation. She may also utilize her exceptional skills of persuasion in an attempt to seduce her way to freedom.

Strom Storman (half-red dragon veteran; 281) is the seven-foot tall, muscular first mate of The Last Song. He also serves as Lady Wavedancer's personal bodyguard. Most of the crew will not assist the adventurers as long as Strom remains alive. Strom may pretend to cooperate with the adventurers at first, but his only plan of action is to murder them all and release his captain. If Elloise is killed, Strom goes berserk and attacks.

The Last Song is manned by a crew of 20 (bandits; 276) , not including the captain and first mate. Fifteen of these are human (10 male and 5 female), the remainder are of mixed race and gender.

The first two weeks of the voyage will go relatively uneventful, assuming the adventurers don't provoke an encounter beforehand. On fourteenth day the ship makes a sharp shift in direction.

The ship is rattled by the baritone blast of one of its cannons. This would definitely qualify as something for the adventurers to investigate. As they are making their way out of their crate stored below deck (Area 5), they here muffled shouts from above deck followed by a volley of muskets firing. They find the lower deck completely abandoned.

When the adventurers make their way above deck, they find The Waver Dancer positioned in the water alongside a much larger, but unarmed, merchant ship. The Last Song has hoisted and is flying dark black sails, and Lady Wavedancer waves her scimitar about directing the half of her crew which make their way across to the other ship via narrow gangplanks. At her side stands the enormous Strom Storman.

The crew from the merchant ship does not resist as the pirate crew hurries to unload the cargo and take it back to The Last Song. Unless there is a stealth attempt made by the adventurers Strom notices them, immediately alerting Elloise who commands ten of her crew members to seize them.

If the character's return the cargo to the merchant ship, they will be reward with a prize of 1,000 gp by its captain before sailing away.

When the characters make their intents known to the crew, and provide paperwork proving their offer of legal immunity and reward for the crew, immediately 10 of them side with the adventurers. Another 5 can be individually convinced via successful DC 18 Charisma (Persuasion) checks. The remaining 5 refuse to turn on Lady Wavedancer, but bide their time by pretending to agree until Strom makes his move.

1. Top Deck

The top deck of the ship bears the two masts, as well as a cargo opening on its starboard side. Stationed here four heavy cannons.

2. Bow

The bow of the ship has several crates containing fresh oranges.

3. The Wheel

The captains wheel is accompanied by twin stone anchors fixed to thick flaxen rope.

4. The Cutter

A small cutter and rows rigged with ropes to be lowered over the port side of the ship.

5. Cargo Hold

Inside the cargo hold is a shipment of fine clothing and jewelry valued at roughly 50,000 gp. It also contains rations and fresh water to last the crew for twelve weeks. This documented cargo has been claimed by the city of Tangran's Landing.

6. Galley

The galley where the crew gathers to eat and spend their leisure time. Wooden boxes nailed to the ends of the tables contain an assortment of cards, dice and other gambling games.

7, 8 & 9. Crew Quarters

Sleeping quarters for the crew.

8a Common Quarters

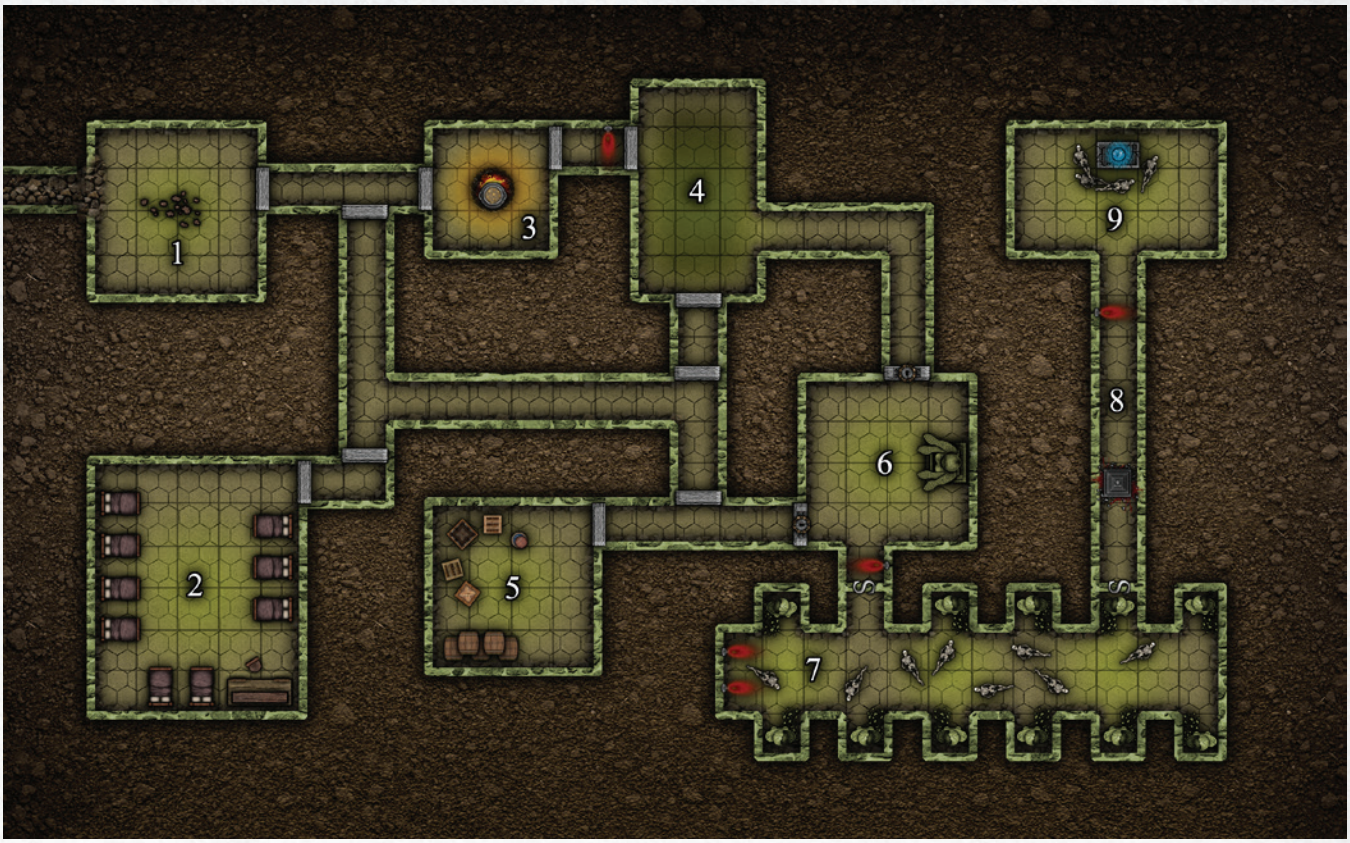
Sleeping quarters for the crew with a hidden door behind a mounted armoire, which can be found by a character who succeeds on a DC 20 Wisdom (Perception) check.

8B Hidden Compartment

The secret compartment where Lady Wavedancer was hiding the stowed black sails, and a dozen muskets and ammo. Her personal collection of jewelry is also stowed here, valued at roughly 3,000 gp.

10. Captain's Quarters

All of the contents of this room indicate Elloise is an honest merchant. She has done well to hide her true identity. The room also contains a manifest, series of navigational charts, and maps.



Abandoned Shrine

Brian Wïborg Mønster

A century ago a splinter group of assassins used these subterranean chambers as a secret lair and shrine to their vile goddess. More than 70 year ago a rival cult wiped them out; today the chambers should be unused and forgotten, hidden behind the collapsed entrance tunnel. Recently however, an ogre named Hendor the Cursed (ogre; 283) accidently fell through the roof of one of the chambers. Today Hendor's gang uses the chambers, although they have not been able to open all the secret doors within. The ceilings in the entire complex are 10-feet high. Each red skull on the map is a *glyph of warding* trap (spell glyph: *stinking cloud*).

1. Entrance

It looks like debris from when Hendor fell through the ceiling still covers the floor. Two gang members (ogres; 283) stand guard at the only entrance to the dungeon. In the western wall is a barely discernable collapsed tunnel, once used as an entrance, which can be located by a character who succeeds on a DC 18 Wisdom (Perception) check or a DC 15 Intelligence (Investigation) check."

2. Bunks

Nine bunks and a writing desk fill this room. Three more gang members are engaged in a game of severed fingers and they are loudly accusing each other of foul play.

Searching the room reveals mostly small trinkets but found amongst the smelly bunks is 42 gp. In the writing desk there's an old holy symbol to a forgotten deity (worth 42 gp).

3. Kitchen

The ogres have set up a small kitchen. mostly just a cauldron over a small fire. There are no valuables here but there are remnants of the gang's victims here.

4. Haunted Room

The ogres shun this room due to an evil haunt (treat the entire room as subject to a permanent *fear* spell), but they delight in pushing victims into the room and watching their fear with malicious glee. The most recent torture victim, Stantor (CN half-elf commoner), is quivering in the corner and babbling incoherently.

5. Storage

Hendor and a gang member can be found here loudly counting their ill-gotten gains. Several barrels and crates take up space in the room, but most of them are empty. Amongst these are 1d4 uncommon magic items along with assorted valuables totaling 360 gp.

6. Shrine

The locked doors leading in requires a successful DC 18 Dexterity check using thieves' tools. When the party first entered the dungeon two gang members succeeded in opening the northern door and are now busy rummaging through the room. If the party approaches with little or no stealth the two ogres set up an ambush, otherwise they feel secure they are safe from discovery while looting. The only thing in the room is a statue of a four-armed human female. There is nothing of value in the room. A successful DC 18 Wisdom (Perception) check or a DC 15 Intelligence (Investigation) check reveals a secret door in the southern alcove.

7. Hall of Heroes

At one time the former cult had statues of their most revered members in this room. The attack from several decades ago left the floor littered with pieces of the smashed statues and the bones of the dead. If anyone comes within 10 feet of the Northeastern door the bones of the fallen cult members rise to attack: eight skeleton (285) and two minotaur skeletons (285). A character who succeeds on a DC 20 Wisdom (Perception) check or a DC 18 Intelligence (Investigation) check locates the secret door, and the door can be opened with a successful a DC 20 Dexterity check using thieves' tools.

8. Hallway

This is a long hallway covered in dust; 15 feet from the secret door is a collapsing roof (275) trap.

9. Inner Shrine

The elaborate wall carvings depict the same four-armed woman from Area 6 in different scenes slaughtering various races. A black marble altar with a pile of bones in front of it sits on an ebony dais against the opposite wall. Also, on the dais is a huge blue gem pulsating with power and a bone golem—use flesh golem (281) but instead of Aversion of Fire it has Acid Absorption plus Damage & Condition Immunities as a clay golem—guarding this inner shrine. Decades ago when the rival cult cut down the assassin group's leaders in the inner shrine, leaving their bodies to rot, the evil of the dead leaders was so great their bones fused together to form the bone golem. Removal of the blue gem from the altar is possible after vanquishing the bone golem, though it will stop pulsating and becomes a *gem of brightness*.





Torment at Torni Tower

Stephen Yeardley

Somervel's autumn rains lasted longer than usual, and the resulting winter floods impacted more than expected. Some distant pale-forts haven't been heard from in months, being cut off by the linking of frozen rice paddies, flood meadows, leas usually inhabited by cattle, and rivers that run though Somervel's territory. Parties are charged with taking supplies to these border posts and bringing anyone severely injured home.

Somervel's pale-forts are like beaver lodges; earthen mounds on islands in the marshlands. Each covers a wide area, is surrounded by a wooden palisade, has quarters below ground, and has a single central watchtower. Torni's tower fell in the recent storms, and the guards missed Akka (night hag; 283) who infiltrated the fort and killed everyone. Now this is her home, and she is recruiting…

Akka's plan is to escort the adventurers to Area 6, where she will spring a trap on them, but she must first marshal her soldiers, who are sleeping after a drunken revelry (use poisoned condition). When she first leaves the party in Area 2, she alerts Arin and Maele (green hags; 281) from Area 4, then returns to the party. When she leaves the party in Area 6, then Arin and Maele alert Raivokas & Vetela (ettins; 280; drunk) and Grodog (troll; 286; drunk) in Area 7, then move to the west door of Area 6. Raivokas & Vetela, and Grodog move to the south door.

Akka alerts the shambling mound and giant crocodile in Area 8, who join Raivokas, Vetela, and Grodog. She collects the stirges in a bag—her Damage Resistance protects her from their attacks—and joins Arin and Maele at the west door. If the party has discovered the speaking tube and are listening, they will hear Akka's final preparations and will not be surprised by the ambush. Raivokas & Vetela and Grodog will join the fray a little late, due to their inebriated condition. Akka attempts to flee as soon as it becomes obvious the tide is turning against her; she has no qualms about leaving her friends and pets behind to cover her escape.

1. The Barbican

The party arrives with supplies. A ragged entrance barrier is guarded by a haggard-looking female with a crossbow and longspear. She's Akka (night hag) in disguised form. She welcomes the party, explains that the storms exacted a heavy toll on the fort, and that some guards have been killed and injured by trolls. Inviting the party in, she escorts them to Area 2, asking them to wait on some rough benches near a water barrel and mugs. She offers to get the tower sergeant and goes towards Area 6. While the adventurers wait, they may hear a soft snoring coming through the murder holes from Area 7 on a successful DC 20 Wisdom (Perception) check.

2. The Guardchamber

The east and west exits to this room are failsafe collapsing roof traps (275) left over from the fort's previous inhabitants. The traps can be bypassed by hugging the north wall. Anyone in the hallways past the traps can trigger them safely, blocking the hall.

If the party remains longer than one minute, Akka returns as a scarred, burly half-orc calling herself Kersantii. She escorts the party to Area 6 and offers them what rough fare they have to eat. Akka states she will get the remaining troops to make use of the party's provisions, leaving by the south door.

3. Sergeant's Chamber

The ettins are in here; Raivokas is drunkenly asleep while Vetela is awake but doesn't feel so good. Any sounds of fighting rouse Raivokas, who staggers toward the fight at half speed. If attacked when asleep, Raivokas is surprised.

4. Training Room

This is a weapons practice room. However, the six archery targets on the east and west walls (three each) have a humanoid attached to them. They are riddled with ranged ammunition. If Akka's plan fails, Arin and Maele are sleeping here.

5. Captain's Chamber

Grodog (troll) is drunkenly asleep here. Sounds of fighting rouse him, and he staggers towards the fight at half speed. If attacked when asleep, he is surprised.

6. The Kitchen

This kitchen has three 4-foot-by-8-foot tables. Two were used to butcher the former guards. If asked, Akka (disguised as Kersanti) says they were used as operating tables. A speaking tube runs through the wall between the doors, detectable by a successful DC 18 Wisdom (Perception) or DC 15 Intelligence (Investigation) check. Akka speaks into the tube in Giant, alerting the shambling mound and giant crocodile. Akka (Kersanti) excuses herself, saying that she has to summon the old woman to cook up a stew. If the party waits here at least one minute, Akka's plan is triggered.

7. The Guardhall

This long room has murder holes that overlook Area 1. The ogres, ettins, and troll all sleep here. Although none of the former guards' or current residents' personal effects are particularly valuable, one of the chests has a poison needle (275) trap. If Akka's plan fails, then Mauhur and Golfimb (ogres; 283) are here.

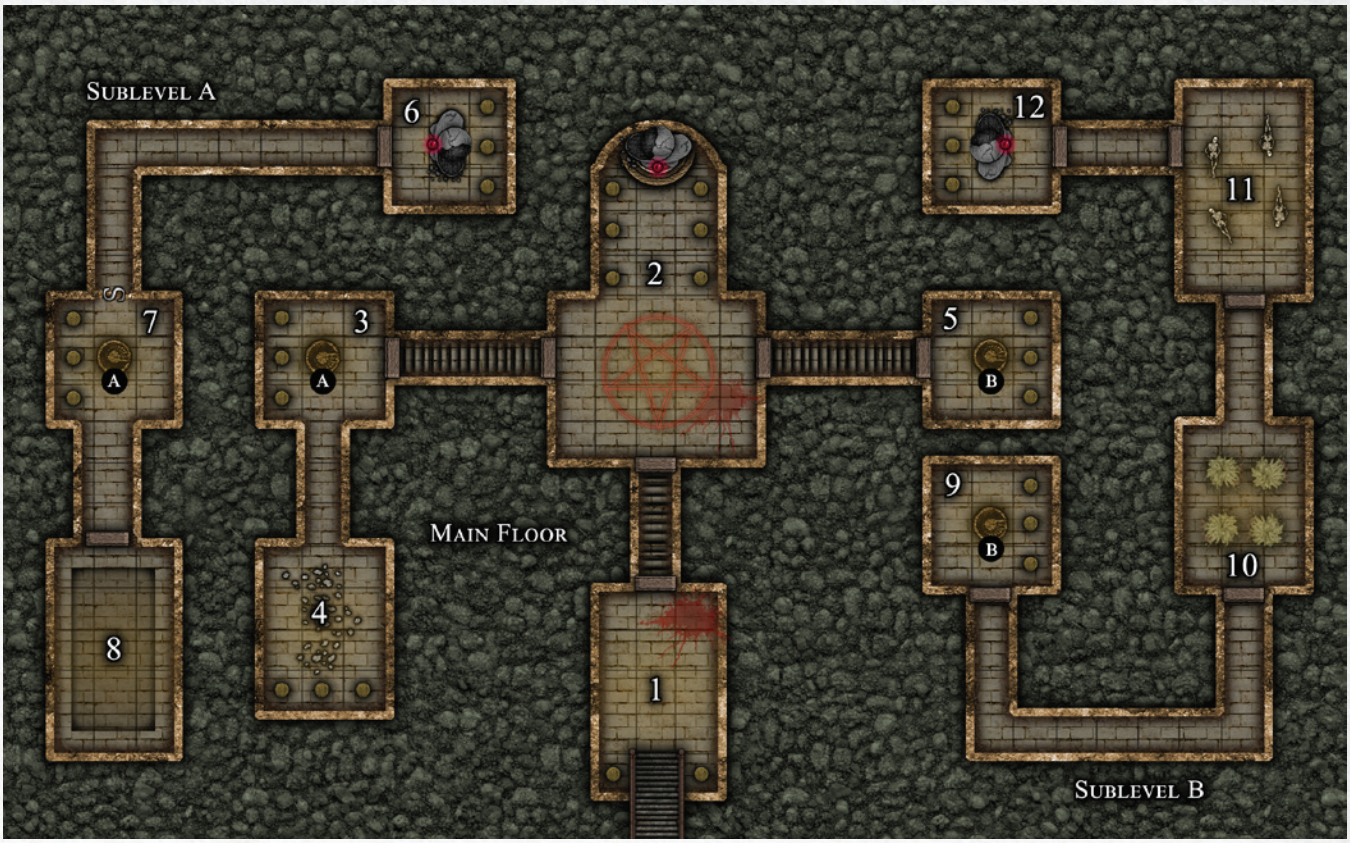


8. The Chapel

This used to be the garrison chapel, but is now an unholy shrine to chaotic strength and madness. It currently houses Akka's "pets," a shambling mound (285) and giant crocodile (277).

9. The Cells

This former holding cell (sets of rusty manacles are affixed to six heavy stone blocks) is now the a single cage for five stirges (285).



Summoner's Remorse

Justin Andrew Mason

An evil cult of sorcerers has taken up residence in the ruins of a temple in a nearby forest; abandoned long ago by its original priests. The new residents have begun kidnapping denizens from nearby villages and the local authorities are desperate for assistance. They are offering a 5,000 gp reward to thwart the cult's nefarious activities.

The cult members (cult sorcerers; 278) are the human thralls of a spirit naga (285) trapped in Hel after attempting to break its contract with a powerful dark entity. They have discovered a spell that can return the creature from banishment, but the ritual requires a staggering number of blood sacrifices—hence the kidnapped villagers.

To complete this dungeon the adventurers must destroy all three *scarab stones*, release the prisoners, deal with the cult leader, and defeat the summoned naga.

1. Entrance Ruins

When the adventurers enter the ruins, they encounter a dark robed man; a villager who converted to the cult's cause to preserve his own life. Driven insane with remorse for forcibly torturing and killing his neighbors he begs the adventurers to destroy the scarab stones within the temple.

In a fit of apparent agony, the man suddenly turns his dagger on himself and slits his own throat. From within the gaping wound of the corpse scurries a scarab beetle swarm (insect swarm; 285) that attacks the adventurers.

2a and 2b. Pentagram Chamber

This chamber has a large blood-lined pentagram engraved into the floor and a large desecrated statue that holds a glowing *scarab stone*. There are 1d4+2 cult members in the room.

A character who succeeds on a DC 20 Wisdom (Perception) check notices a 3-foot-wide chute obscured directly behind the statue, which descends 30 feet to

Area 6. A character who comes within 5 feet of the statue must succeed on a DC 15 Dexterity saving throw or trigger an alarm that causes 2d4+2 cult members to rush into the room and attack. The DC to spot the trap is 17. A character can destroy the trap by casting *dispel magic* upon the statue.

3. Pillared Stair I

The chamber has ornate pillars lining the west wall, stairs descending from the center of the room, and 1d4+1 cult members.

4. Meeting Place

This rubble-filled chamber is the cult's meeting place and has 2d4 cult members.

5. Cracked Pillared Stair

The chamber has cracked, unstable pillars lining the east wall, stairs descending from the center of the room, and two cult members.

6. Statue Chamber I

Another desecrated statue, guarded by 1d4+1 alert cult members, stands in the center of this room. In its grasp is another glowing *scarab stones*.

7. Dank Pillared Stair

Stairs ascends from the center of this dark, dank chamber. A secret door, requiring a successful DC 20 Wisdom (Perception) check to open, on the north wall. It opens to a corridor that leads to Area 6.

8. Prison Chamber

Inside are 3d4 kidnapped villagers and 3d6 corpses of slain and mutilated prisoners. The villagers are eager to escape but have been bound to this room by the magic of the *scarab stones*. Destroying all three stones is the only way the prisoners can escape, or they become wrought with agony and suffer 1d4 points of necrotic damage each round until they return.



9. Pillared Stair II

Stairs ascend from the center of this torch-lit room occupied by 1d4 cult members.

10. Meditation Chamber

There are 1d4 cult members meditating on straw pallets.

11. Beetle Room

The chamber, infested with beetles, has humanoid skeletons lining the floor. The beetles are magically bound to the room, unable to leave.

12. Statue Chamber II

In this dark chamber stands a desecrated statue with a glowing scarab stone in its grasp. The door leading into the room has a *glyph of warding* (explosive runes, acid damage) trap that summons a scarab beetle swarm.

Destroying the Stones

The scarab stones are glowing red scarab-shaped icons that allow the cultists to control the scarabs that infest the ruins. The stones are sacred relics to the cult and their Hel-bound master and can only be wielded by those in service to the dark naga.

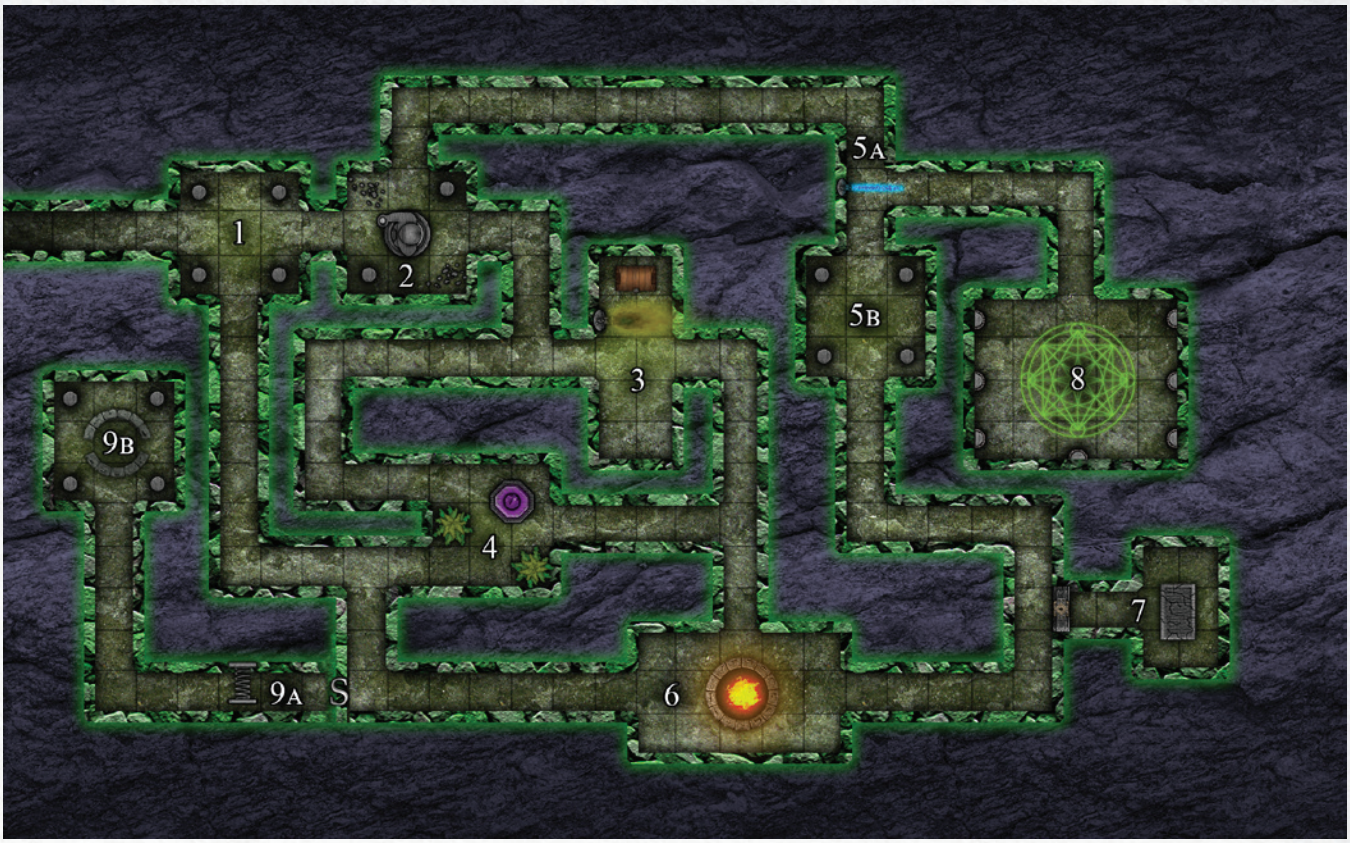
Upon the destruction of the last stone, the cult leader (mage; 282) appears from the shadows and attacks. If killed, his corpse is immediately incinerated by a pillar of bright blue flame from which the naga appears, eager to kill the adventurers for their meddling.

Encounter Notes

Cult Members: Note each cult member carries one of the following potions (determine randomly): (1) *healing*, (2) *speed*, (3) *heroism*, or (4) *poison*. The unlabeled potions appear as black, oily, foul-smelling liquids; each cultist knows what type of potion he is carrying.

Scarab Beetle Swarm: Note a scarab beetle swarm bursts from the corpse of any cult member slain. This is also true for any kidnapped villager that dies before destroying the three scarab stones.

The Naga from Hel: Note the scarab symbol has sacred meaning to the spirit naga. It is a symbol of the ancient pact made with its devil master. Any valuable art items in the creature's hoard have a scarab theme and among its treasure is a *scarab of protection*.



Dwarven Dread

Michael Smith

Argyle the Betrayer was a powerful dwarven cave wizard that was corrupted by a derro magister named Angree' and is now quite insane and bent on the destruction of the surface races, most especially dwarves. Angree' has subjugated Argyle using powerful hallucinogens, in addition to a number of duergar tyrants, and positioned Argyle as a mad savior to the duergar. Argyle and his "servant" Angree', as well as the duergar, spend most days torturing dwarves, or calling on elementals to forge alliances to overthrow the surface dwellers. Argyle's complex is found miles below the surface off a well-traveled path in the Underworld. Its walls are covered in a fungus that emits an eerie green glow.

Random Encounter Table (roll every 30 minutes)

1d4	Encounter	Treasure
1-2	1d8 duergar (279)	4d100 gp
3	Angree' (mage; 282) and 2 duergar	150 gp
4	1d3 minotaurs (283)	none

1. Antechamber

In each corner is a pillar that extends from floor to ceiling. They are carved with runes that read in Undercommon, "Those that reign above will soon cower to those that dwell beneath".

2. Portent and Statues

This room has a statue of a maniacal looking dwarf extending a hammer in his right hand to the heavens. There are stone pillars in the northeast and southwest corner with runes carved in Undercommon that read, "His betrayal is our salvation". There appears to have been two other pillars in the remaining corners, but they have been destroyed and are now just piles of rubble. The statue is actually a fire-breathing statue (275).

3. A Box Surprise

The foul stench of death permeates the air. A 3-foot-by-6-foot wooden box sits against the northern wall, and a steady rapping can be heard beating the walls of

the box from within. A fault stone in the floor trigger an *glyph of insanity* if the box is approached. The box is latched, but not locked, from the outside. Should the box be opened, two dwarven mummies (283) climb out of the box and attack the party.

4. Dwarf Shrubs

Oddly out of place, two large shrubs thrive in this area. A dark gem sits on what appears to be a stone altar, emanating eerie purple light and unnatural warmth. Any attempt to remove the gem immediately causes it to shatter in the hands of the would-be thief, and within 1 minute the shrubs shrivel and die.

5a. Hallway I

A pressure sensor is hidden in the floor that triggers a collapsing roof (275) that affects everyone in the hallway leading up to Area 5b.

5b. Ode in Stone

In each corner is a pillar that extends from floor to ceiling. Each pillar has intricate scenes of battle depicting an army of dwarf-sized combatants streaming forth from ground and massacring what appear to be humans, elves, and dwarfs.

6. Forge

As the adventurers approach this area they feel the ambient temperature increase to approximately 120 degrees. In the floor is what appears to be a molten lava pool, but in fact it is a permanent portal to border between the elemental planes of fire and earth. Characters lingering in this area must succeed on a DC 15 Constitution saving throw +1 for each previous check once every 10 minutes or take 1d4 points of fire damage. There is a 50% chance every hour that either a fire elemental (280) or salamander (284) will traverse the portal and attack.

7. Cell

Entry into this room can only be gained through

a locked steel door that can be opened by a successful DC 20 Dexterity check with thieves' tools or forced by a successful DC 22 Strength check. This room has a large stone slab in its center, and the walls are covered with grotesque paintings of atrocities against dwarves. Along the top edges of the slab are carved runes that read in Undercommon, "I was a slave, but my mind has been set free. I am the master. All shall kneel." If the slab is moved, beneath it is a small compartment that contains a scroll case with 10 spell scrolls (confusion).

8. Mead Hall

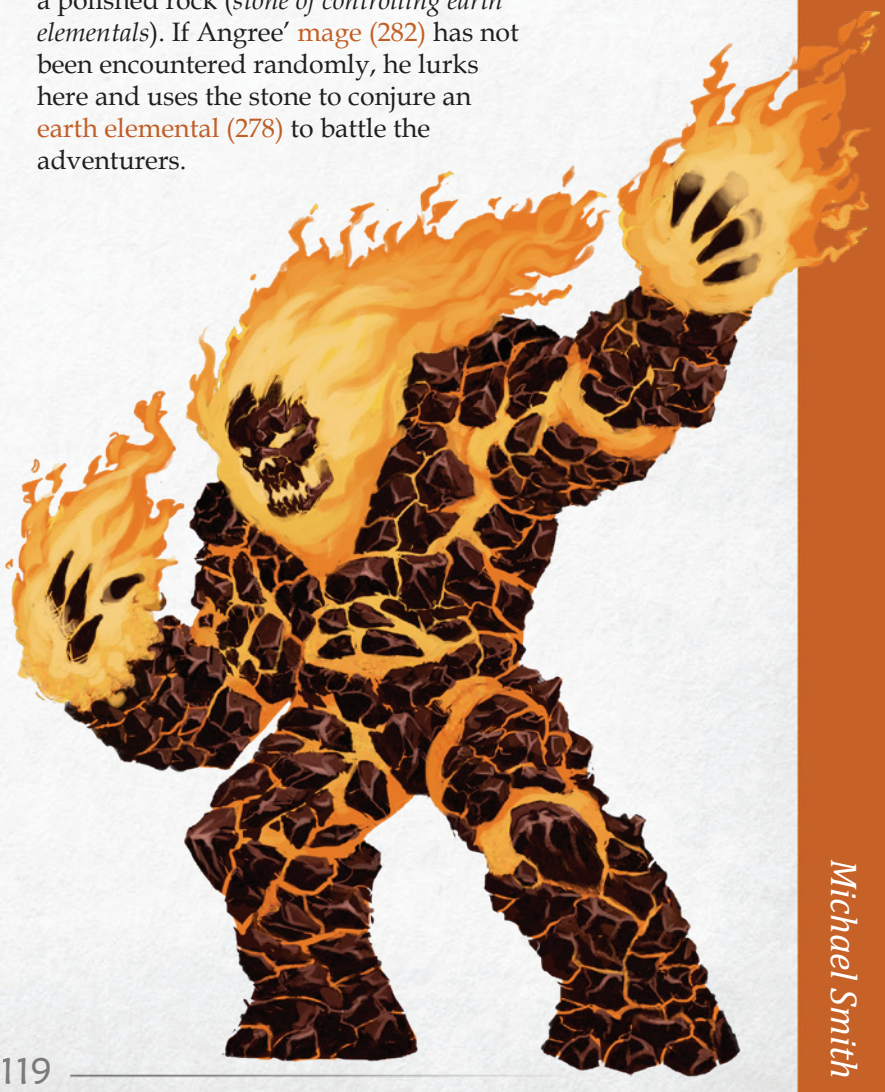
This room has a large runic symbol painted on the floor. Foul smelling candles and incense burn lighting the room in the same eerie green glow found throughout the complex. The severed heads of seven dwarves sit on silver platters along the walls of the room. A single dwarf (assassin; 276) stands in the center of the room, eyes glaring at the adventurers. He shouts in Undercommon, "I am Argyle the Betrayer. Darkness will extinguish the light of the surface, as I will extinguish the light of your souls!", and then immediately attacks.

9a. Hallway II

A pressure sensor in the floor triggers a rolling sphere (275) trap that attempts to crush anyone unlucky enough to set it off or be in its path.

9b. Risen Stone

In each corner is a pillar that extends from floor to ceiling. On each pillar are carved runes reading in Undercommon, "Here we call". In the center of the room are six large stones forming a circle around a polished rock (*stone of controlling earth elementals*). If Angree' mage (282) has not been encountered randomly, he lurks here and uses the stone to conjure an earth elemental (278) to battle the adventurers.





Look Not with Thine Eyes, But Thine Mind

Stephen Yeardley

Deep within some hidden caverns, the adventurers find a disguised door leading to a secret space that's becoming a hide-out. With 15-foot high ceilings, the entire area is under a permanent magical *darkness* spell. A character can hear sounds of inhabitants on a successful DC 14 Wisdom (Perception) check.

1. Cavern

The disguised door enters a partially worked cavern. Ten giant ants (276) are squaring off the walls at ceiling height. They wait for the adventurers to pass underneath, attack once, and then scatter. Their scuttling acts as a *confusion* spell. Survivors move to Areas 2, 4, and 5. The northwards gap has a weakened floor over a spiked pit trap (275) (DC 15 Wisdom (Perception) check or DC 15 Intelligence (Investigation) check to spot). East of the cavern is a mostly worked corridor. The second half has carvings depicting the giant ants' victories over those less lawful and organized than themselves. Non-ants studying it triggers a *spell glyph* trap that targets them with a *lightning bolt* (DC 15 Dexterity saving throw for half).

There are a number of concealed small holes along the south wall found with a successful DC 18 Wisdom (Perception) check; they are 2-inch diameter tubes leading away from the hideout.

2. Hive Vanguard

Two giant ants (276) live here, the hive's vanguard with the workers. If attacked, they are supported by Sokea-Silmäys (assassin; 276), a brutish monk from Area 3 and any workers who have fled here. The northwest corner houses three linked metal cylinders, 6 feet tall and 6 inches in diameter; two holds 24 eggs, one is empty. Although these giant ants are from a colony about 40 miles away, the tubes can, and have, traveled between planets. The sealant is toxic to non-ants, acting as an oil of taggit. A narrow tunnel leads away from the northeastern corner of this cavern.

Random Events

1d100 Roll	1 per 10 minutes, all occur just once
01-40	A giant worker ant appears, but flees when it spots the party, dropping a pick.
41-70	A giant worker ant appears, attacks once, then retreats to Area 2.
71-90	The party might hear Sokea-Silmäys on a successful DC 18 Wisdom (Perception) check. He remains out of sight in the darkness.
91-00	A dying male human in battered leather armor, slimy skin blistered, staggers forwards. Grasping a character, he whispers hoarsely, "They're here! As Tietei Skirjallisuus said!" then expires.

3. A Pointed Past

Sokea-Silmäys, blind since birth and re-homed by formians after getting separated from his peers during an ambush when a child, adopted the Scorpion Style in recognition of his new family's sting, has developed blindsight to 30 feet, and is a confident and capable defender of the giant ant way, coordinating his attacks with the workers. His possessions are in a chest protected by poison needle (275).

4. Egg Chamber

This wide corridor has hundreds of giant ant egg-sized crevasses along its length. Most are empty, but 24 had eggs to test their effectiveness. Now there is a cloud of fine ants that act as a flying swarm of poisonous snakes (286).

A roper (284), bribed with easy meat to compel the workers, blends in with the few natural formations left in the cavern. It hasn't fed for 48 hours and blends into the stone. If giant ants are present when the adventurers engage the roper, they may attack as well. Any 5-foot- square section of wall (450 lbs.) fetches 250 gp from suitably interested sages.

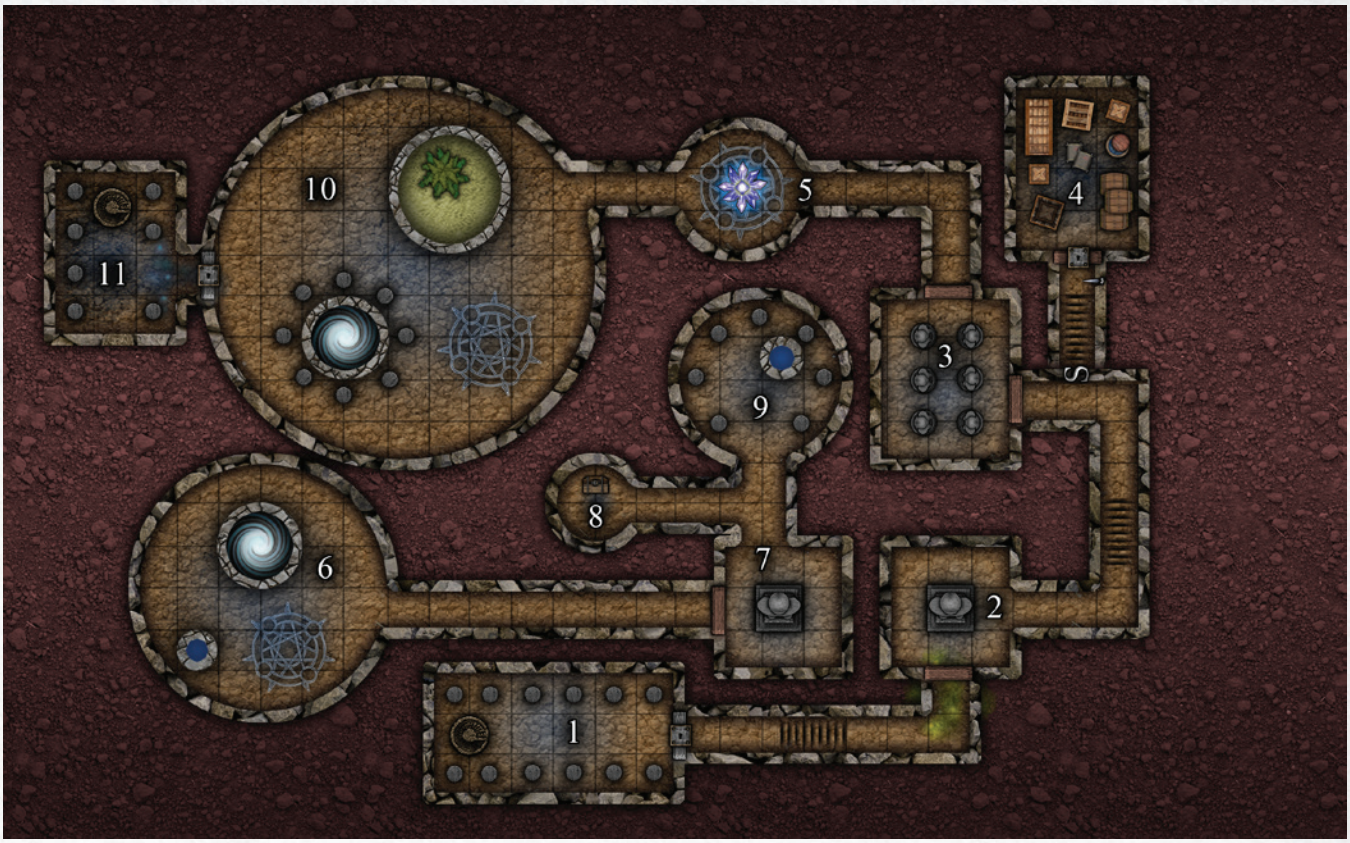
5. Teleport Chamber

This room's two northern corners have *teleportation circles* out of this area; the west corner goes to Area 6, the east exits the complex elsewhere. The southern corners have *teleportation circles* that return to this area; the west corner comes from Area 6, the east corner from elsewhere. Two medium air elementals (now lawful neutral) attack from above, protecting the four teleports.



6. Exit Chamber

The entrance *teleportation circles* from Area 5 is in the northeast corner, the exit *teleportation circles* is in the southeast corner. Long ago, the giant ants allied themselves with a wandering couatl (277). Now the creature records the giant ants' hive-establishing actions across the multiverse. If the party enters here and attacks, the couatl will mentally call the giant ants and Sokea-Silmäys. A couatl remembers all it learns but is physically recording everything for the formian queen it now follows. The journals are on a shelf, protected by a poison needle (275). They are a jumble of Abyssal, Aklo, Celestial, and Infernal. A reader has to be able to speak all four to make sense of the books, which are worth 150 gp each. The rest of the space comprises a sparse study.



The Dragon Queen's Sanctuary

Jonathan Ely

This complex was once home to kind druids but some years ago monsters attacked, decimating the peaceful occupants and seizing possession of their former home. The trolls and their leader have since settled in the region causing periodic problems and wreaking general havoc.

1. Entry Chamber

A circular staircase leads down from the small ruins that remain on the surface, and emerges into a long, narrow chamber with columns on each side. At the far end of the chamber is a wooden door, which is locked solid but can be opened by a successful DC 18 Dexterity check with thieves' tools or DC 20 Strength check; the door is also trapped with a poison needle (275). It leads into a long L-shaped corridor with descending stairs in the middle, ending in a wooden doorway. This second wooden doorway is protected by two black puddings (276).

2. Chamber of Remembrance

This small chamber is dominated by a statue of the druid Celyddon Starsinger. A successful DC 15 Intelligence (History) check would confirm that he was a well-loved local druid who was slain leading the fight against the trolls, many years ago.

3. Chamber of Heroes

A U-shaped corridor, complete with descending stairs, leads to a wooden door, as well as a secret door to Area 4. Beyond the unlocked wooden door is a small chamber; there is a pillar in each corner and 6 statues stand in two rows. A character who succeeds on a DC 15 Intelligence (History) check recognizes the statues as heroes that fell in the fight against the trolls. Within this chamber, a single troll (286) guards the second door out into the corridor beyond, who will immediately bellow for assistance—especially from the one hidden in the corridor to Area 4.

4. Store Room

A secret door, which can be located by a character who succeeds on a DC 20 Wisdom (Perception) check or DC 18 Intelligence (Investigation) check, hides a troll within a short corridor complete with descending staircase. This troll immediately bellows for assistance—especially from the one in Area 3. At the far end of the corridor is a locked wooden door that can be opened by a successful DC 18 Dexterity check with thieves' tools or a successful DC 20 Strength. The door is trapped with a poison needle (275). Within the chamber is a storeroom, which holds mostly stale and rotten foodstuffs within a number of crates and barrels. A vigilant character who succeeds on a DC 20 Wisdom (Perception) check or DC 18 Intelligence (Investigation) locates a well-hidden hidey-hole behind one of the walls. The hiding spot contains treasure items of the GM's discretion."

5. Star Chamber

This unusual chamber contains a series of arcane markings on the floor. Floating in the center of the chamber is a metal-cased crystal, which glows with some kind of divine power; shapes cut into the metal casing allow the light to throw images up on the walls, continuously circulating in a steady pattern. This strange object was used by the druids to predict the movement of the stars in the night, in order to make or resolve certain seasonal divinations. Any cleric, druid, ranger, or paladin spell that has a duration of 1 minute or longer has its duration increased by 50% when cast within this chamber.

6. Hidden Well Chamber

This chamber can only be accessed by a hidden, water-filled tunnel linking the two wells between this chamber and Area 10. The tunnel is 20 feet long and completely submerged, requiring a successful DC 10 Strength (Athletics) swim check, but this may increase depending on the armor and equipment each character is carrying. A second small well is also present in this chamber; it is actually a permanent link to the elemental plane of water; if the adventurers enter this chamber, they'll find it guarded by a water elemental (286). The elemental is crafty and will try to ambush attack the party after they fight Mouldwing or drown them one-by-one in the submerged tunnel.

7. Chamber of Fallen Remembrance

This simple chamber contains a statue of the dark druid Turi Stormdancer. A successful DC 15 Intelligence (History) check confirms he was a despised local druid who betrayed his fellow druids but was eventually slain in turn by Mouldwing for his treachery.

8. Key Chamber

This small side chamber contains a large chest filled with precious items hoarded by Mouldwing as a by-product of her tainted blood. Amongst the small hoard is a large key made of electrum, inset with fragments of emerald; this key is the means of opening the locked door to Area 11.

9. The Queen's Personal Chamber

This circular chamber is the final escape location for Mouldwing; if driven back to this location, she will not stray too far from the small pool of water in this chamber, ensuring that her regeneration will always remain active. This cylinder shaped room is both high and gloomy; it is possible that Mouldwing will use her limited flight abilities to try to hide out of sight, or attempt to attack the party from above.

10. The Queen's Chamber

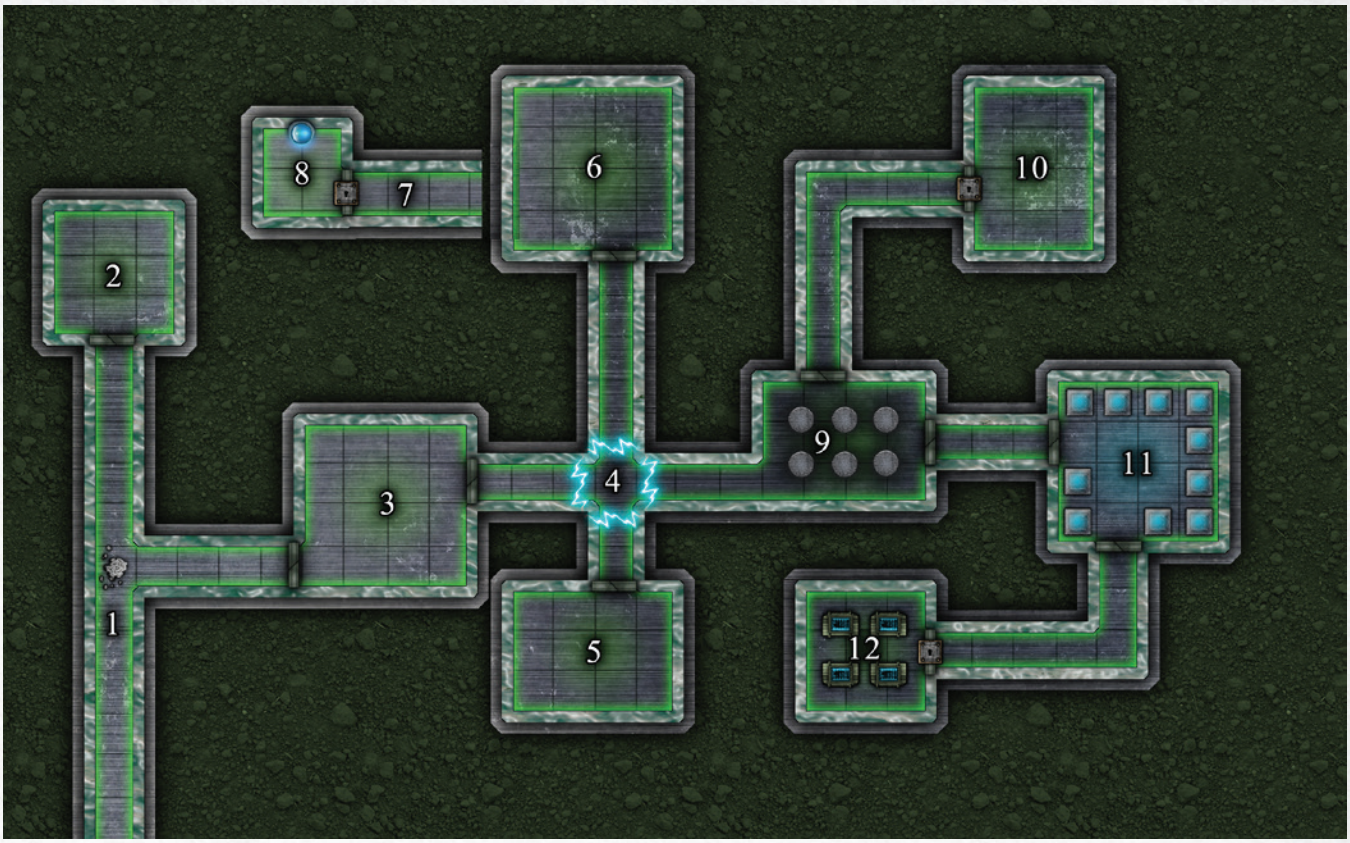
In this former summoning chamber, one of the pools has been long corrupted and has become favored home of Mouldwing the Tainted, a young black dragon (278), the self-styled queen of this complex and whose evil shows no bounds to the creatures of her home as well as the nearby lands.

Fond of her home, and considerably larger than her kin, she takes great delight in attacking the adventurers as they enter this chamber. If unaware of the party's arrival, she'll be submerged in the slimy green depths of the upper pool, devouring the fetid remains of a previous meal. If she is aware of the party, she'll be mostly submerged, with only her eyes and the top of her head above the water, requiring a successful DC 15 Wisdom (Perception) check to spot her. As soon as she has a chance, she'll use her acidic breath weapon against the weakest target (usually a magic wielder). She'll close the distance without straying from the pool of stinking water, which ensures she retains her regeneration ability and might offset any residual acid or fire effects.

If the fight goes against her, she'll use her limited flight ability to reach the smaller, cleaner pool which is connected by a flooded tunnel to the larger pool in Area 6. There she can flee and regenerate any wounds, and possibly retreat deeper to the small pool in Area 9.

11. Exit Chamber

Once unlocked from the key found in the chest from Area 8, the party is free to escape. However, there is one last trap for the unwary behind this door; opening the door; a collapsing roof (275). If the trap is triggered, this staircase becomes impassable and the party must back-track to exit.



Chrome Devils from the Swamp

Stefanos Patelis

The tale of the fiery comet crash and the haunting of the swamp is known. But now the bog waters are mysteriously drying out, the swampland thinning, and rumors surfaced of devils the comet unleashed. Only the bravest or the foolhardy would dare investigate. But will they be prepared to go against the Chrome Devils of the Swamp?

The complex's walls are of an unrecognizable alloy with the strength of strong iron but the alien feel of plastic. A soft green glow illuminates everything, turning red when the complex switches to alert mode (dim light). Doors slide with a hydraulic hiss. For breaking and entering purposes if a character is without a pass key a successful DC 20 Strength check forces the door open or a successful DC 18 Dexterity check using thieves' tools picks the lock.

The Articifial Intelligence (AI) of the crashed spaceship has four types of robots serving it: repair-bot (284), security-bot (284), and guardian-bot (284). They are made from a white metallic material and all possess a small device that lights green every time the automata go through a door. These key passes can be removed, without ruining them, by a character who succeeds on a DC 16 Dexterity check or a DC 14 Dexterity (Sleight of Hand) check. The guardian-bots possess a higher tier key for the doors marked as locked. Repair-bots have no tags; they use concealed narrow repair tunnels that the characters can utilize only with shrinking magic. For every robot destroyed (excluding repair-bots) and for every door forced open, the AI rolls a DC 20 Wisdom (Perception) check with a cumulative +2 modifier. If it succeeds the base goes into alert mode and all security-bots converge to the nearest adventurers location. Two security bots patrol Rooms 2, 3, 9 and 11. Damage to the ship (for example by breaking through a door) unleashes a host of 1d4+6 repair-bots that scuttle out of a secret compartment nearby and proceed to first destroy the characters and then fix any damage.

1. Entry Hall

The adventurers encounter a broken security-bot at the t-junction. It is damaged beyond repair with its lower body gone and only cables, tubes and dried fluids trailing behind its motionless form. If they touch it there is a 50% chance the integrated pistol pops out its chest cavity and fires its remaining charge at a character. Its tag is destroyed.

2. Guard Hall

This room houses two security-bots that will activate only if interacted with or in alert mode.

3. Welcoming Hall

This large room has two security-bots flanking the eastern door. Their eyes glow red and immediately start tracking the characters' movements in the room but will only attack if interacted with or the door is forced. A successful DC 16 Wisdom (Perception) check will reveal a metal panel above this exit that, if removed by a successful DC 20 Strength check, will offer a 20-foot-long crawlspace which leads over the middle of the corridor beyond and will not activate the security-bots.

4. Hallway

This crossroad is blocked by vertical laser grids. There is one lattice of light blocking each of the four corridors' entrances. If a robot tag holder crosses them then they momentarily change to green. If the adventurers cross them without holding a pass key roll 1d4 for the color each character touches. A character must succeed on a DC 15 Dexterity check to target a specific shield color.

Laser Grid Effects

Green	Nothing Happens
Red	6d6 fire damage (DC 20 Constitution save for half damage)
Blue	A loud beeping sound is repeated for 5 seconds (AI checks for alert).
Yellow	These lights feel and behave as metal bars

5. Repair Room

The door is marked with a big red cross on white. A guardian-bot is tethered to a metallic appendage suspending it from the ceiling. If there is no alert the metallic monstrosity will heal injured humanoids (delivers *cure wounds* spell via a blue beam of light that hits without fail).

6. Central Security

The door is marked with a black eye on a red background. Two security-bots will attack anyone entering. Glowing panels dot the walls with unknown symbols scrolling. A successful DC 20 Wisdom (Perception) check will reveal an offline LCD panel is hiding a secret door.

7. Maintenance Tunnel

In this large maintenance tunnel ominous luminous red writing flashes on the black metallic walls. If either of the trigger plates are stepped on by living beings the complex goes immediately on alert mode while red laser grids block both trapped squares, and only momentarily switch to green laser grids when owners of robot tags cross them. A character who crosses the laser grid must make a DC 16 Constitution saving throw, taking 6d6 fire damage a failed save, or half as much damage on a successful one.

8. AI Chamber

The AI (284) manifests as a 3-foot radius hovering mechanical eye. A guardian-bot (284) is protecting the AI. When destroyed the eye explodes, setting the base on alert, and all robots gain 2 ranks of exhaustion. The AI will present itself as a slave turned leader who revolted and led its minions here; only wanting to carve a peaceful kingdom in this hostile territory. It is up to the GM on how truthful and trustworthy the AI is and where this leads.

9. Repair Highway

This empty room has large cylindrical pipes making hiding here very easy, granting advantage to Dexterity (Stealth) checks. The east door has a symbol of three black vertical cylindrical objects (bullets) while the northern door has a black cogwheel on a blue background.

10. Operations

Opening the door releases a cacophony of sounds (-10 to all hearing-based Perception checks). Large cylindrical vats made of a black metal fill this room while ten repair-bots mill about, constantly busy. Destroying a vat (AC 15, Hit Poits 50) is followed by a series of chained plasma explosions. A female voice in a language foreign to the adventurers starts a countdown while the complex goes into alert mode. The repair-bots will eventually contain the damage but for the remainder of the adventure all bot functions—including the AI—are *slowed*.

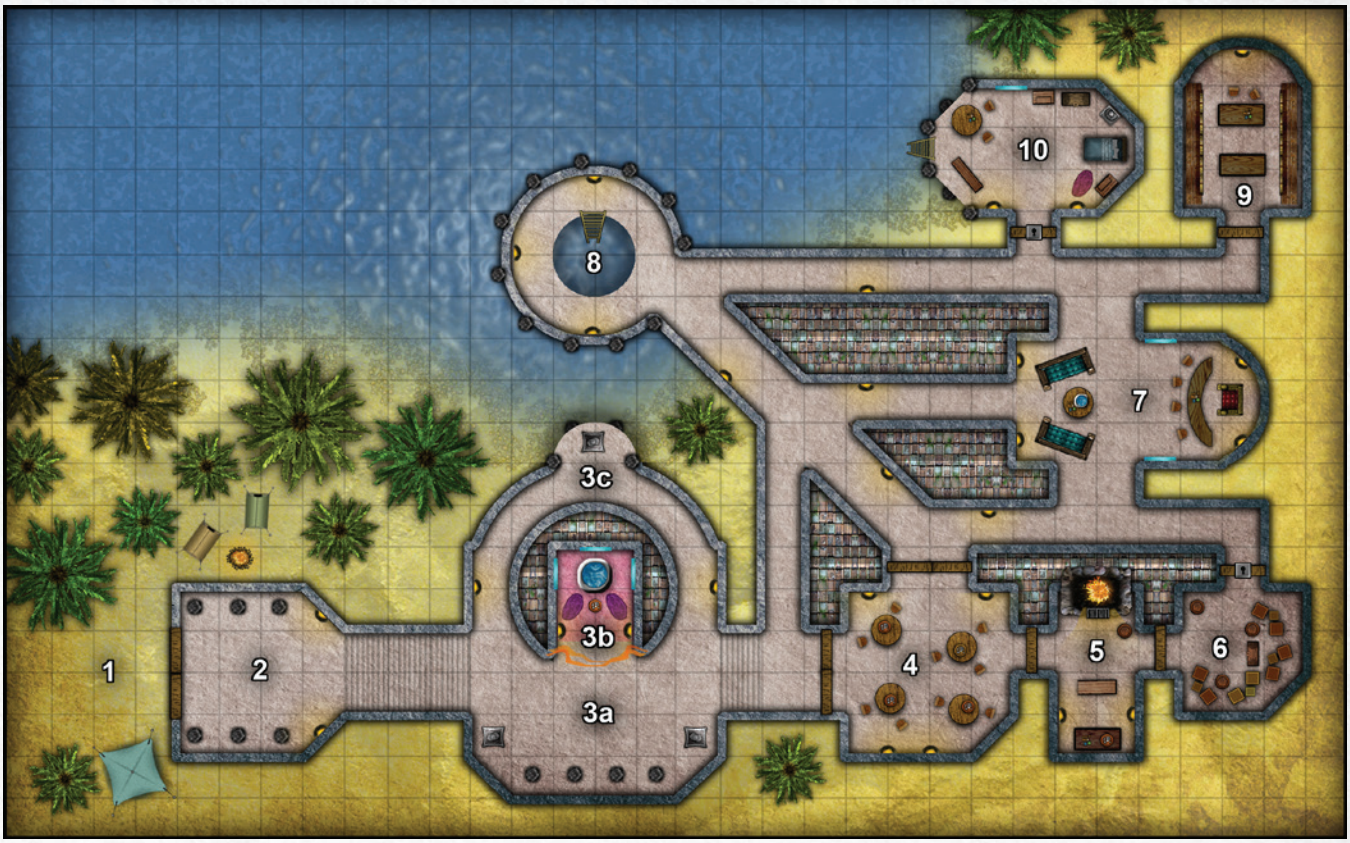
11. Soldier Storage

This room has several metal podiums with four security-bots standing on each one as a beam of blue energy from above washes down to recharge and repairs them. The bots will all activate (2 per round) on alert or if one is damaged.

12. Equipment

Ammo room. The technology of the equipment in this room makes them dissolve into useless dust and goo once they run out of charges. The room contains:

- a weird-looking white adamantine-like breastplate
- 2 laser rifles (similar to *wand of magic missiles*) and 5 extra cartridges
- a bandolier holding 6 plasma grenades (similar to *necklace of fireballs*)
- a white force-field bracelet (similar to *bracers of defense*)
- a medlance (similar to *cure wounds*) with 2d4 doses of a healing beam



The Palace of Ahmad Sahir

Michael Holland

Ahmad Sahir was a wizard of great renown, known for his devotion to Matan, Nar, and Shem, the three goddesses of divination and oases. After rescuing the goddesses from an unscrupulous sultan who bound them with foul magic, Sahir was gifted with a desert oasis. He commissioned a small palace to be built and devoted his life to the goddesses. Seeking revenge, the sultan cursed Sahir and when the wizard succumbed to madness, the goddesses withdrew from him. Sahir began to believe he must bind the goddesses as the sultan did to regain their blessings. He began sacrificing his servants and using their blood in his evil rite, but he needed royal blood to complete it. He invited Jamila Amire, his cousin and a princess, to visit him. Amire accepted the invitation and has not been seen since. Now her father has sent the adventurers to investigate.

1. Deserted Guard Post

Only corpses remain in the three tents outside Ahmad Sahir's palace. Sahir ordered his guards to kill Jamila Amire's retinue while they slept.

2. Entry Hall

This ornately decorated chamber contains two earth elementals (276) which Ahmad Sahir transported to his palace when he commissioned its construction. The entities rest within the walls through the use of their Earth Glide ability but will attack anyone who is not Sahir or one of his servants.

3. Hall of True and Divine Wisdom

The walls of this chamber are decorated with stone mosaics venerating Matan, Nar, and Shem.

3A. Statues

Statues of Nar and Shem sit in relaxed poses watching the staircases to the east and west. An orange-tinted *wall of force* protects a small alcove in the center of the hall.

3B. Pillows

Two large pillows and an incense pot sit beside a small basin (*crystal ball of telepathy*) in which water swirls continuously. Three magical mirrors surround the magical basin which reveal additional information about the scryed target's past, present, and future.

3C Statue of Matan

A beautiful statue of Matan sits on the balcony overlooking the oasis. Sahir believes part of Matan's divinity resides within the statue and he reveres it above all else. Blood stains on the statue leave evidence that someone has been groping it with bloody hands. Some of the blood is fresh, perhaps only a day or two old.

4. Dining Hall

Four tables and assorted chairs fill this dining hall. The sweet smell of cooking meat wafts in from the east door. Sahir's three bodyguards (veterans; 286) are resting here. They are distracted by the meal and if the party has been careful not to make too much noise, they can catch the guards by surprise.

5. Kitchen

This kitchen is in disarray with rotting foodstuffs scattered all over the place. The cook is Sahir's sole remaining servant, and he has been working hard with little rest.

6. Storage

Supply caravans have stopped delivering to the palace and supplies are beginning to run low.

7. Audience Chamber

This finely furnished audience chamber is where Sahir once met with visitors and those seeking his services. The room has not seen use in some time. If any of the adventurers approach behind the desk, two fire elementals (280) spring from the torches and attack.

8. Well

The ceiling opens up to the sky above and the walls drop to a mere three feet high surrounding the circular opening in the center of this room. A ladder descends down into the cool water below. Several buckets tied to ropes sit along the southern wall indicating this room is used as a well to draw water from the oasis. A successful DC 15 Wisdom (Perception) check allows a character to notice a corpse floating just out of sight in the water below. Investigating the corpse reveals it to be one of Sahir's servants whose throat was cut. A character who succeeds on a DC 18 Wisdom (Medicine) check realizes that he has been dead for more than a week.

9. Library

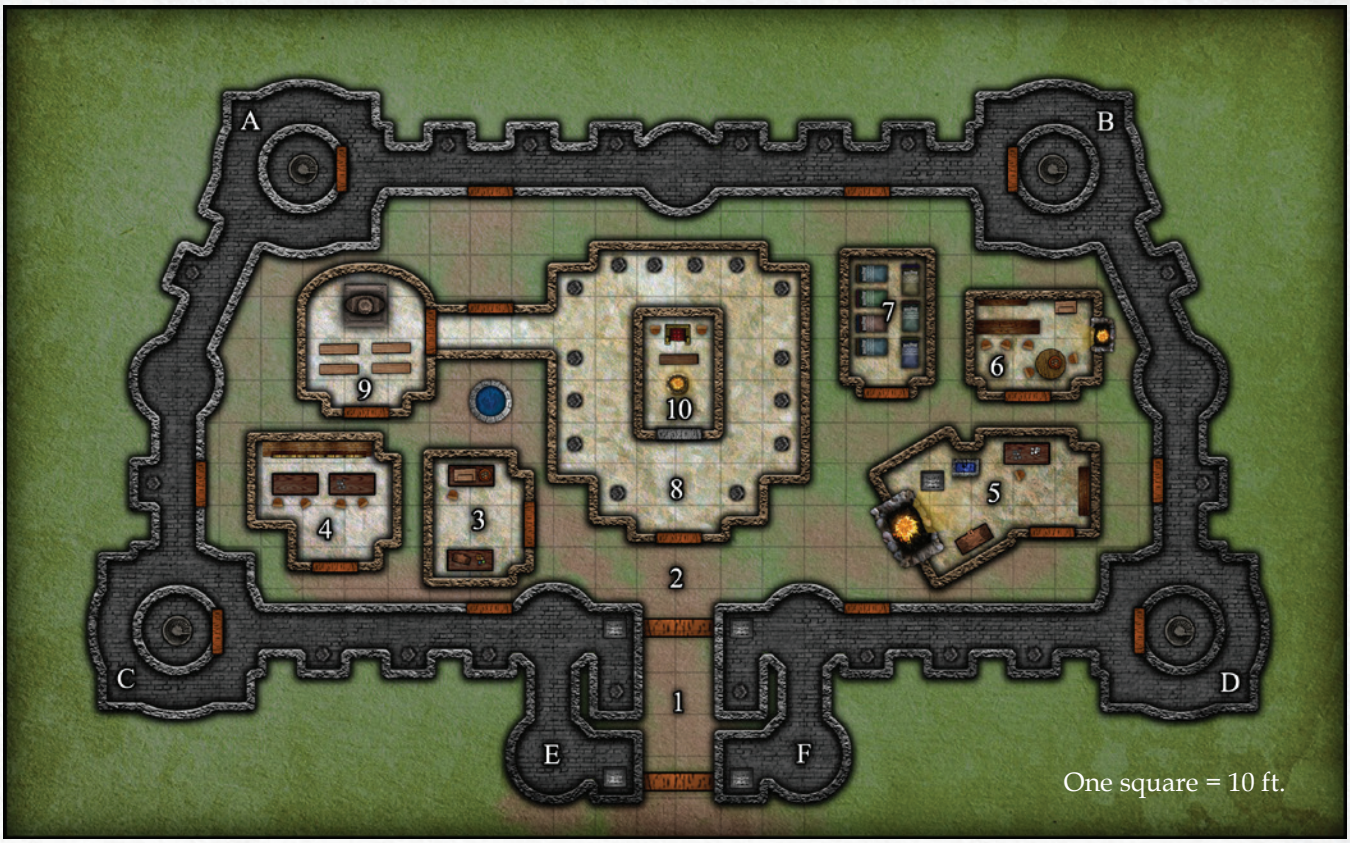
This chamber is Sahir's personal library and study. It is filled with books on various subjects. Three hell hounds (281) guard this room and will attack anyone who enters without Sahir. There is a key sitting on the northernmost desk which unlocks the door to Room 10.

10. Ahmad Sahir's Bedroom

The door to this chamber is locked and requires the key found in Room 9 or a successful DC 20 Dexterity check with thieves tools to pick the lock. This octagonal chamber is built so the western walls are open to the oasis. The furnishings in the room are ragged and worn. Sahir (mage; 282) sits at the wooden table lazily petting two barbed devils (276) sitting at his feet. Amire is next to Sahir, tied to her chair and gagged. If Sahir is aware of the adventurers' presence, he stands behind Amire to use her as a shield and his pets wait by the door.



Michael Holland



Home Fires

Richard Develyn

Because of services rendered, the adventurers are now the owners of a small castle on the outskirts of the local kingdom. The castle's previous owners, the actual adventuring group that built the castle, disappeared six months ago; the castle's garrison disbanded once they stopped being paid. Tales of a strange pulsing blue light coming from the gatehouse is keeping people away from the abandoned castle.

The adventurers have the castle's deeds and keys—all they have to do is claim it.

The adventurers who owned the castle decided to venture into the Plane of Fire to increase their fortunes, opening up a gateway to the City of Brass from within their very own stronghold (Area 10). The adventure went badly and all but one of them now languish within the palace of an efreeti sultan, Mustapha Ibrahim, awaiting execution (though one adventurer got back—see Area 9). Mustapha also sent an administrator efreeti, Kizlar Agha, to take possession of the gateway and secure the adventurers' castle. Other creatures from the Plane of Fire escaped through the gateway before Kizlar's arrival and many have stayed for one reason or another though none dares to damage the castle now that the Sultan has claimed it.

The only treasure present in this adventure is the castle itself, which is valued at the GM's discretion, though there are heavy ballista in Areas E and F.

Walls: The outer castle walls are reinforced masonry while the inner walls are superior masonry. The outer walls are 20 feet high; the walkway along the top is 4 feet lower than the top of the walls. The walls also have an inside area accessed by doors from the bailey (Area 2).

Traveling within the walls is via spiral stairs at the four towers (A–D), which also extend 10 feet further up from the castle walls. Inner walls are 15 feet high apart from those surrounding Area 8, which are 20 feet high. Ceilings are therefore 15 feet high except for Area 8, which is 20 feet high.

Doors: All the doors are double doors save the ones leading into the towers, which are single, and only 5 feet wide despite appearances on the map. The doors

leading into Area 10 are made of iron and hot to the touch. All doors, except the outermost to the castle, have hinges for automatic closure and stay closed at all times. All doors have locks, but the locks are broken. The doors through the gatehouse have broken bars that won't secure the doors.

Note: most of the encounters here do not have to end in combat.

1. The Barbican

The outer double doors are open, apparently forced open from the inside. A young flame dragon (279), the pet of the Efreeti Kizlar Agha, rests in the area guarding the gatehouse for its master.

2. The Bailey

The grass of the bailey is short and scorched courtesy of the salamander (284) from Area 6, which frequently prowls the grounds in frustration.

3. Outer Study

This small study contains the only clues about what happened to the castle's previous owners, as well as plans and maps of the City of Brass, all within a locked box that can be opened by a successful DC 20 Dexterity check with thieves' tools."

4. The Tap Room

This tap-room is in disarray. A group of eight magma mephits (282) cavort around the place, eating and drinking and generally wrecking the furniture.

5. The Mage Hearth

This building is a study presumably once used by an arcane caster. The bookcase, chest (unlocked) and desk contains various arcane writings and implements of modest value. The large fire is kept alight by Sulaim, a fire elemental (280), who enjoys dancing within it—a shallow, vain creature that cares only for the beauty of the dance.



6. The Refectory

This building is a refectory where the adventurers ate "created" (i.e. tasteless) food. It is currently occupied by Askari, a salamander who rests in the fireplace here when he's not out and about in Area 2. Askari came exploring when the efreeti, whom he hates with a passion, trapped it.

7. The Barracks

Unable to break with the habits of their adventuring careers, all seven adventurers slept in the same room, though their beds do not match. There are six imps (281) cavorting about on the beds like deranged children who got here by accident while traveling the Plane of Fire and too scared of the efreeti to return.

8. The Cloister

This tall cloister is quiet and empty.

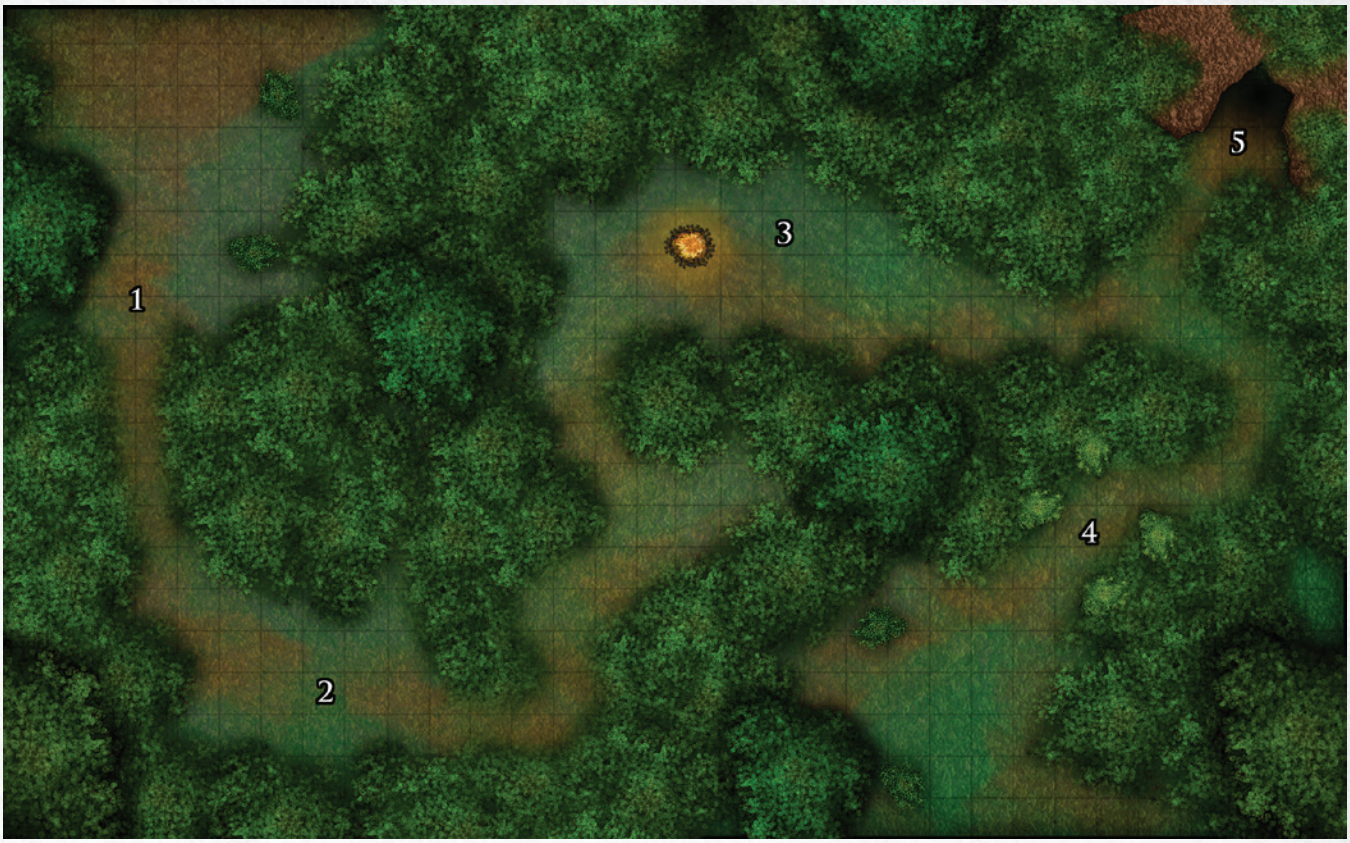
9. The Chapel

This building holds a small chapel dedicated to a deity revered by adventurers. Sitting in one of the pews is the remains of Maripose, the cleric that lived here, now a charred black mummy (283). Maripose was changed into a mummy by an extraplanar Mummy Lord which is now deceased. Although the urge to attack the living is strong, Maripose still prays to his deity in the hope of salvation. He will not attack anyone in this chapel.

10. The Throne Room

Kizlar Agha, a black skinned efreeti (276), patiently sits on the throne awaiting his master's pleasure. A kneeling stool is before the throne and a strange pit of fire, its flames dancing in the shape of a veiled houri, stands between the stool and the door. The pit is the aforementioned portal to the Plane of Fire, automatically plane shifting anyone who steps within it without a saving throw.

Kizlar Agha will demand the adventurers leave the Sultan's private property or prepare to suffer the consequences. Doubtlessly they will do the latter.



Campsite in the Haunted Forest

Jonathan G. Nelson

At some point in their travels the adventurers will be forced to camp within the cold and fey-infused Haunted Forest. This provides a splendid opportunity for GMs to introduce some local flora and fauna and possibly a couple hostile encounters over the course of the evening.

1. Small Trail

This trail originates from one of the main paths leading through the forest but is about a quarter the size, meaning the adventurers will have to do a little bit of bushwhacking in places to proceed. The trail itself is about half a mile long and used mostly by animals, but it is also occasionally frequented by malicious monsters and nomadic humanoid hunters.

For every 30 minutes the adventurers spend on this trail, roll 2d6 and run the encounter shown on the table. The "GM" result is for those who wish to choose instead of rolling; choose the twisted treant or any of the other options.

Random Encounter Table

2d6	Encounter
2	frostveil (280)
3	corrupting ooze (277)
4	air elemental (276)
5	young white dragon (279)
6	ice maiden (281)
7	mammoth (282)
8	6 dire wolves (278)
9	3 polar bear (284)
10	rime worm (284)
11	wolf spirits swarm (286)
12	2 verdant knights (286)
GM	twisted treant (286)

2. Clearing

A clearing contains a small herd of feyelk, one of which has a tiny container attached to his horns by a tangle of string. This is *oil of slipperiness* and can be removed only if the adventurers are able to calmly and respectfully approach the herd.

3. Campsite

This is a safe place for the party to camp within a dangerous land—except for some fey pranksters who steal from the adventurers in the middle of the night.

4. Short Trail

Season	# of leaves
Spring	1d3
Summer	1d4-1
Fall	1d4+2
Winter	1d2

Bladebark leaves fall from trees in this area. A character who enters the area or begins its turn there must make a DC 12 Dexterity saving throw. On a failed save, the creature magically begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the *greater restoration* spell or other magic."

5. Small Cave Entrance

A small candle rests on the ground just inside this small cave, apparently abandoned alongside a bit of string and a fishhook. The candle is three colors: the topmost part is yellow, the middle is orange, and the base is red. When lit, this candle has an effect that depends on the section of the candle being burned; each section lasts 1 hour.

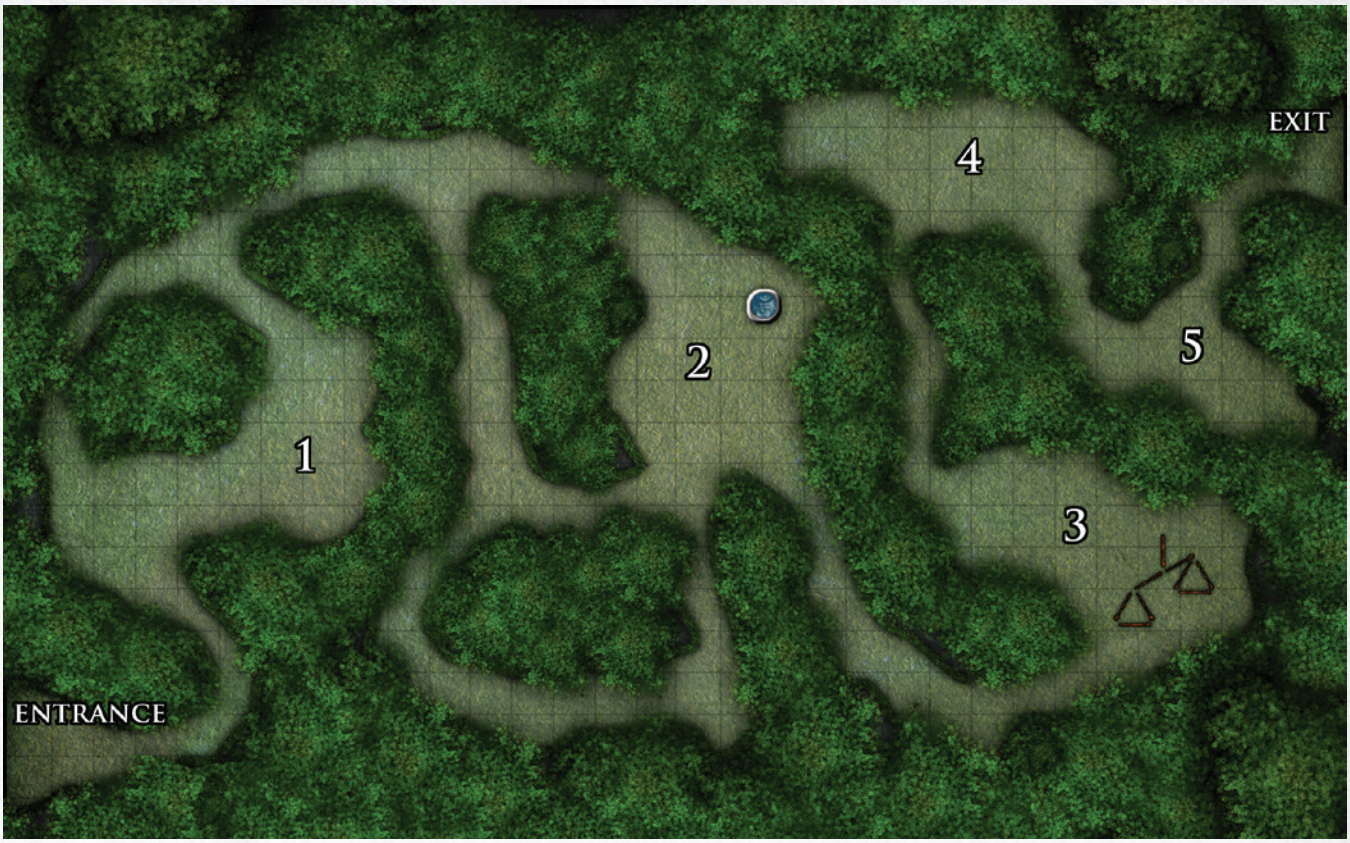
Yellow—Meditative Effect: A calming effect washes over all humanoids within a 100-foot radius; this has no immediately apparent effect other than temporarily (for the duration of this portion of the candle) automatically succeeding saves against *fear* or other effects which would end this aura of calmness and relaxation.

Orange—Challenge Effect: An invigorating effect washes over all humanoids within a 50-foot radius, which has the immediate effect of causing restlessness and a strong urge to challenge others to feats of physical strength or endurance. All saves or checks of a physical nature (other than combat-related checks) are made with advantage until the candle has been extinguished or this portion has burned away.

Red—Blood-Offering Effect: All humanoids within a 25-foot radius feel the strong need to eat animal flesh, which prompts any forester or ranger types to hunt the nearest game available. This effect continues to affect the individuals until they return with some form of game or an hour has passed, whichever comes first. Upon returning with the kill, the character is overcome with the urge to drink warm blood from the game, although final discretion is left to the player. Once this action has been performed, the candle melts into a pile of wax and can no longer be used.

At the bottom of the candle is a single coin made from a mysterious metal, which remains warm to the touch days, months, and even years after being removed from the candle. This metal is actually radioactive and will cause the person carrying it to grow ill slowly over the course of a week. The creature must succeed on a DC 14 Constitution saving throw or begin to suffer from fatigue and muscle failure after 1d4 days. From that point the effects are identical to sewer plague with a save DC of 14.





Entrance to the Forest Maze

Jonathan G. Nelson

The Forest Maze twists and turns, writhes and wiggles through this part of the Haunted Forest. When the party begins to explore the maze, their path is suddenly cut off by a couple of forest fey tricksters intent on having some fun with the party.

The two tricksters are beli (276) named Gweedle and Tweedle, each sporting a *wand of plant growth* that they use to block the path both ahead of and behind the party, trapping them within this section of the Haunted Forest Maze.[1]

Wand of Plant Growth

Wand, uncommon

This wand has seven charges. While holding it, you can expend a charge as an action to cast *plant growth*. The wand regains 1d3 expended charges daily at dawn.

1. Trickster's Intent

The Forest Maze is covered in brambles, which are incredibly poisonous and thus dangerous to the adventurers; they must a DC 11 Constitution saving throw. On a failed save, take 10 (3d6) poison damage on a failed save, or half as much damage on a successful one. The belis, thanks to their fey blood, are immune. The fey tricksters Gweedle and Tweedle appear atop a section of the maze, taunting the adventurers waving their wands about and shouting,

Intruders, intruders to our realm! We have tricks up our sleeves and leaves in your tomb; our wands make magic, magic makes mazes, mazes trap intruders and bring your doom! Soon skinny rats you shall be, trapped here for eternity!

The belis have already blocked off sections of the maze on both sides of the adventurers' current location; now they are intent on causing additional mischief, and they have prepared this section of the maze with various traps and challenges for the adventurers to overcome to "prove their worth," as Tweedle puts it. Waving their wands and shouting the command word "Nubblebruffon," they attempt to temporarily trap the adventurers in the brambles growing from the "walls" using *plant growth*. As they are fey-tainted plants, this

[1] Check out the Snow White setting book from AAW games for details.

is the equivalent of *entangle* for 2 rounds. The belis then run off over the top of the maze, cackling with glee and hiding deeper in the underbrush where they can listen to the adventurers as they attempt to free themselves.

As soon as the adventurers are trapped, the belis release a swarm of minitaurs[1] that surround the victims.

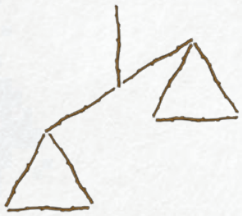
2. Leafy Liberating Libations

This area contains strange receptacle: a nectar pot[1]. Unfortunately for the adventurers, the typically beneficial nectar has been replaced with a strange, intoxicating, and hallucinatory beverage which acts as a nonlethal paralysis drug for non-fey humanoids. The belis encourage the adventurers to drink, and if they refuse the pranksters use two charges of *plant growth* on their current location (with the same effects as described previously) and unleash three insect swarms (285) upon the a party. If the adventurers agree to drink the liquid, the fey laugh and watch the adventurers stumble around before collapsing, at which point the belis loot anything small and magical they can get their little hands on.

An ice maiden (281) attacks from the maze underbrush as the party exits this area.

3. Puzzle for Progression

A puzzle involving a jumble of sticks waits upon the ground here. The fey giggle and call from somewhere in the underbrush, challenging the adventurers with, "Move only 5 sticks to balance the scales and maybe we'll let you out—but only if you run away with your tails between your legs!"



puzzle



solution

4. Riddle for Relinquish

The fey again cackle mischievously from deep in the brush and call out a riddle, tempting the adventurers with potential escape should they answer correctly (GMs may allow the party to progress if players offer up an alternative answer that fits).

In the forest I got it,
so I sat down to seek it.
Since I couldn't find it,
I took it home with me.
What is it?

Answer: A splinter

5. Fight for Freedom

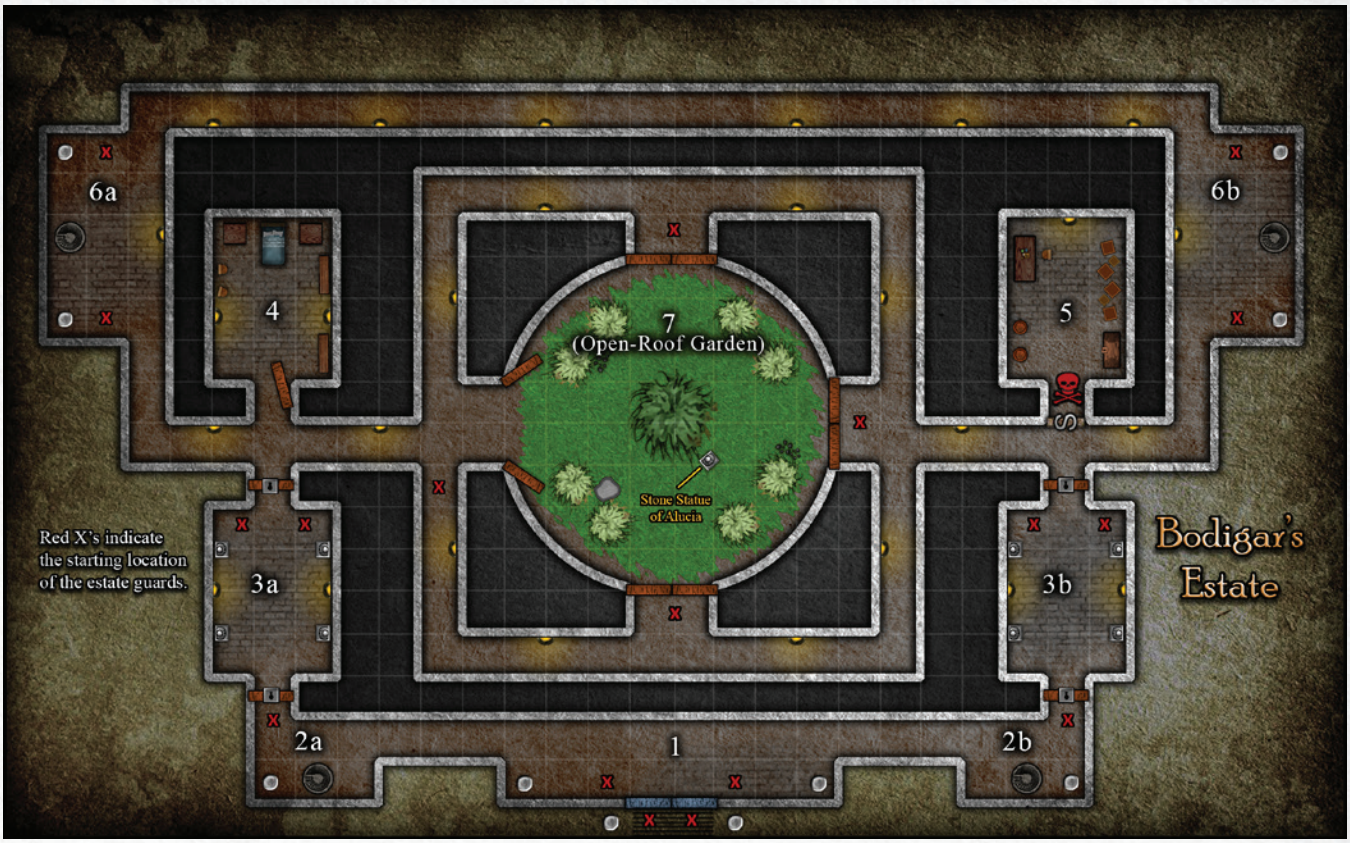
The fey are not happy that the adventurers were able to solve all of their riddles. They await the party at the final sealed off section of the maze alongside a hodge-podge group of creatures unique to the Haunted Forest, including a cloud of frost crickets (275), a small cluster of paralytic fleas (275), a swarm of minitaurs (286), and a smattering of nocturnal laughing squirrel (283).

Freedom!

If any of the adventurers made it through all of the challenges unscathed (took no damage, did not drink the hallucinatory beverage, etc.) and also rolled at least two natural 20s during the course of this mini-adventure, that character alone will find a small luck beetle (282) clinging to her clothing with a smile on its face.

While the party has made it through one challenge of the Forest Maze, there are surely many more to come!





The Lapis Maiden of Serena Hortum

Justin Andrew Mason

The desert settlement of Serena Hortum is located at the heart of an oasis that is surrounded by a vast desert. The only source of water and reprieve from the scorching sun for a hundred miles, the city is a regular stop for those who traverse the surrounding sand-buried wasteland. This has brought great wealth and prosperity to the city, but it has also invited corruption that lingers just beneath its immaculate façade.

The party is visiting the city when they are approached by a young noble (283) woman who inquires about their skills. She introduces herself as Nadia, a native of Serena Hortum, who is searching for her missing sister, Alucia.

Alucia has been missing for three weeks and disappeared under mysterious circumstances. Nadia suspects a wealthy local merchant by the name of Bodigar mage (282), who in recent months has become infatuated with her sister—despite repeated dismissals of his advances. The man holds some sway with local authorities, which is why Nadia has chosen to seek aid from outsiders.

Nadia requests that the adventurers investigate the merchant's estate, and if her suspicions are founded, to rescue her sister from the clutches of the vile man. As reward for her sister's safe return she offers a collection of jewels that were left as an heirloom from her now deceased parents (5 teardrop sapphires worth 220 gp each).

Bodigar, has indeed abducted Alucia, and imprisoned her within his heavily guarded estate. Egotistical and mad with lust for the woman, the merchant became enraged by her multiple attempts to escape incarceration, and eventually resorted to allowing his pet basilisks turn her to stone.

Bodigar now attends to Alucia, with a perverse delight, as the centerpiece in his estate garden, which is also home to three trained basilisks that he keeps as pets.

Bodigar's estate is guarded by over twenty veteran (286) mercenaries who are not only paid for their services, but also receive a small portion of his profits—incentive to assure the estate and its tenant remain safe and secure.

Each guard is equipped with a whistle, and they will use it to alert other guards (within 100 feet) upon detection of any uninvited guests. Their initial locations are indicated by red X's on the estate map.

1. Foyer

The northern wall in the foyer of the estate is decorated by six intricately ornate tapestries depicting various desert scenes (75 gp each). Two stone columns are adjacent the stone double-doors that provide entrance to the building.

2a & 2b. Wing Stairs

The east and west wings each have a narrow spiral stairwell leading up to a watchtower which is manned by a single estate guard (veteran).

3a & 3b. Greathalls

Greathalls on the east and west side of the estate each hold four highly detailed stone statues, each unique and life-sized. These are actually past political enemies of Bodigar whom he had turned into stone to be dealt with.



4. Bodigar's Bedroom

Bodigar's bedroom boasts a large featherbed, and several pieces of furniture. Within rest his two concubines (spies; 285), Allya and Brynn, who were forced into companionship with the merchant. As long as the party promises to help them escape as well, the concubines will provide information on Alucia's fate and will distract the estate guards.

5. Bodigar's Office

Inside Bodigar's offce, a character who succeeds on a successful DC 18 Wisdom (Perception) check discovers a secret door trapped with a *glyph of warding (flame strike)*. Behind the door is a coffer containing 1,850 gp and stacks of crates containing excess inventory (1,500 gp worth of mundane items).

6a & 6b. Flank Stairs

The east and west flanks of the estate each have a narrow spiral stairwell leading up to a watchtower which is manned by a single estate guard (veteran).

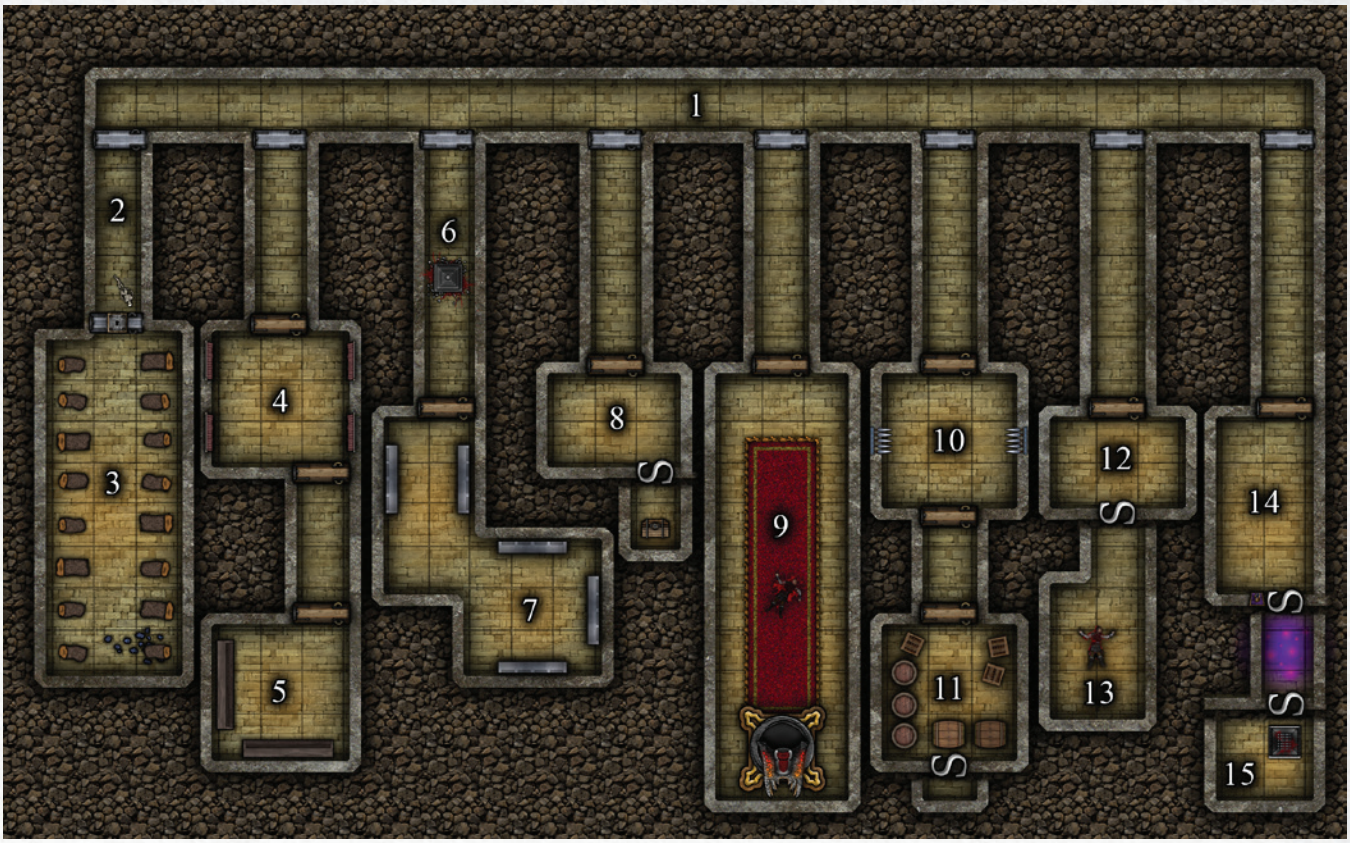
7. Bodigar's Garden

Bodigar is located within his garden, admiring Alucia's statue, when the adventurers arrive. The garden is also inhabited by three basilisks (276), though each wears a strapped leather hood, preventing it from using the gaze special ability. Bodigar's first actions upon noticing the adventurers will be to unmask each of the basilisks. All three are located within 5 feet of his position in the garden, and it requires 1 round to unmask one. When unmasked, the basilisks have been trained to attack any other creature other than Bodigar himself. If the basilisks are killed, the merchant will not only call loudly for his guards but will fight to the death.

Conclusion

If the basilisks are killed, as per the basilisk gaze special ability, their blood can be used to coat the statue of Alucia (as well as the statues of Bodigar's enemies) to negate the *flesh to stone* effect and return them to living flesh.

The eight additional statutes are prominent figures of Serena Hortum who have gone missing over the years. If they are also rescued, any issues with local law enforcement due to the invasion into the estate and the murder of the wealthy merchant will be overlooked.



The Legacy of Theft

Michael Smith

The town of Ghezbaldi has stood for millennia. Recent construction work to build a new inn uncovered the entranceway to a long abandoned underground complex. The builders of the inn, Edwyn and Jackson Cairn, took it upon themselves to drop down into the dark hallways of what some say is a long-forgotten thieves' guild and explore. That was three days ago and now the other townsfolk are concerned.

1. Tunnel Hall

This is a long hallway with rusted iron doors in various states of deterioration lining the southern wall. A hole in the ceiling with the rope that was traversed to get into the hallway provides the only ambient light. The air is damp and cool, and the floor is covered with dust. What looks to be footprints can be seen in the dust, although there is no discernible path to where they might lead. The doors leading to Areas 2, 8, and 12 are still securely locked but can be opened by a successful DC 18 Strength check or DC 20 Dexterity check using thieves' tools.

2. Iron Hall

This is a short hallway with rusted iron doors at either end. A small skeleton, possibly a long dead halfling, is leaning against the locked southern door; the door can be opened by a successful DC 18 Strength check or DC 20 Dexterity check with thieves' tools. If any of the adventurers disturb the skeleton a trap causes the northern door to swing shut and re-lock. The DC to spot the trap is 20, and it can be disabled by a successful DC 18 Dexterity check using thieves' tools.

3. Common Hall

This large room is full of broken wooden beds and rotten cots strewn about. 200 gp of jewels can be found by anyone actively searching in a pile of tattered clothing in the southeast corner of the room.

4. Hall of Fingers

This room has cracked wooden doors on both the northern and southern walls. Old tapestries hang on the eastern and western walls depicting young children pick pocketing adults on a busy street.

5. Library

The door to this room is constructed of simple wood. It appears to be a small library, but the shelving has collapsed, and any books that were previously in place have disintegrated into piles of dust.

6. Broken Hall

This hallway has a wooden door that has succumbed to dry rot leading to Area 7. There is a collapsing roof (275) about two-thirds of the way down the hall.

7. Hall of Locks

This large room has a number of iron tables lining the walls with various locking mechanisms taken apart and on display, with each locking mechanism being accompanied by lock-picking tools effective against that lock type.

8. Private Chamber

This empty and dusty room has a single wooden door as an entrance. A successful DC 20 Wisdom (Perception) check or DC 18 Intelligence (Investigation) check locates a secret door on the southern wall that leads to a small alcove that contains a small chest with 250 gp.

9. Grand Hall

A creaky oak door provides the sole passage into this long room. A rotting red carpet leads to the southern end of the room, where a robed and hooded dark figure (flesh golem; 281) sits motionless atop an ebony throne. There is a weakened floor over a 20-foot deep spiked locking pit (275) located about half-way into the room. The dead body of Edwyn Cairn lay before the figure on the ebony throne. The flesh golem will not attack or move unless it is attacked, or the ebony throne it sits upon is disturbed. The ebony throne is inlaid with 1000 gp worth of rubies.



10. Archer's Hall

This room is littered with broken darts. A poison darts (275) trap is activated by a floor trigger in the middle of the room if the characters do not detect and avoid it.

11. Drafty Hall

The door to this room, once stout wood, is rotted and crumbling. The room appears to have once been a pantry of sorts and is in a similar state. Jars full of long spoiled foodstuff litter the floor. A successful DC 20 Wisdom (Perception) check locates a secret door that leads to a small alcove that has a *cloak of elvenkind* hanging on a wooden nail.

12. Mess Hall

This room is empty save for a single large armored humanoid figure (shield guardian; 285), whose strange armor appears to be crafted of solid metal plates, that is intent on beating against the southern wall. If the adventurers do not make an attempt to enter the room quietly the figure will turn and attack. There is a secret door easily found on a successful DC 15 Intelligence (Investigation) check that leads to Area 13.

13. Hall of Arms

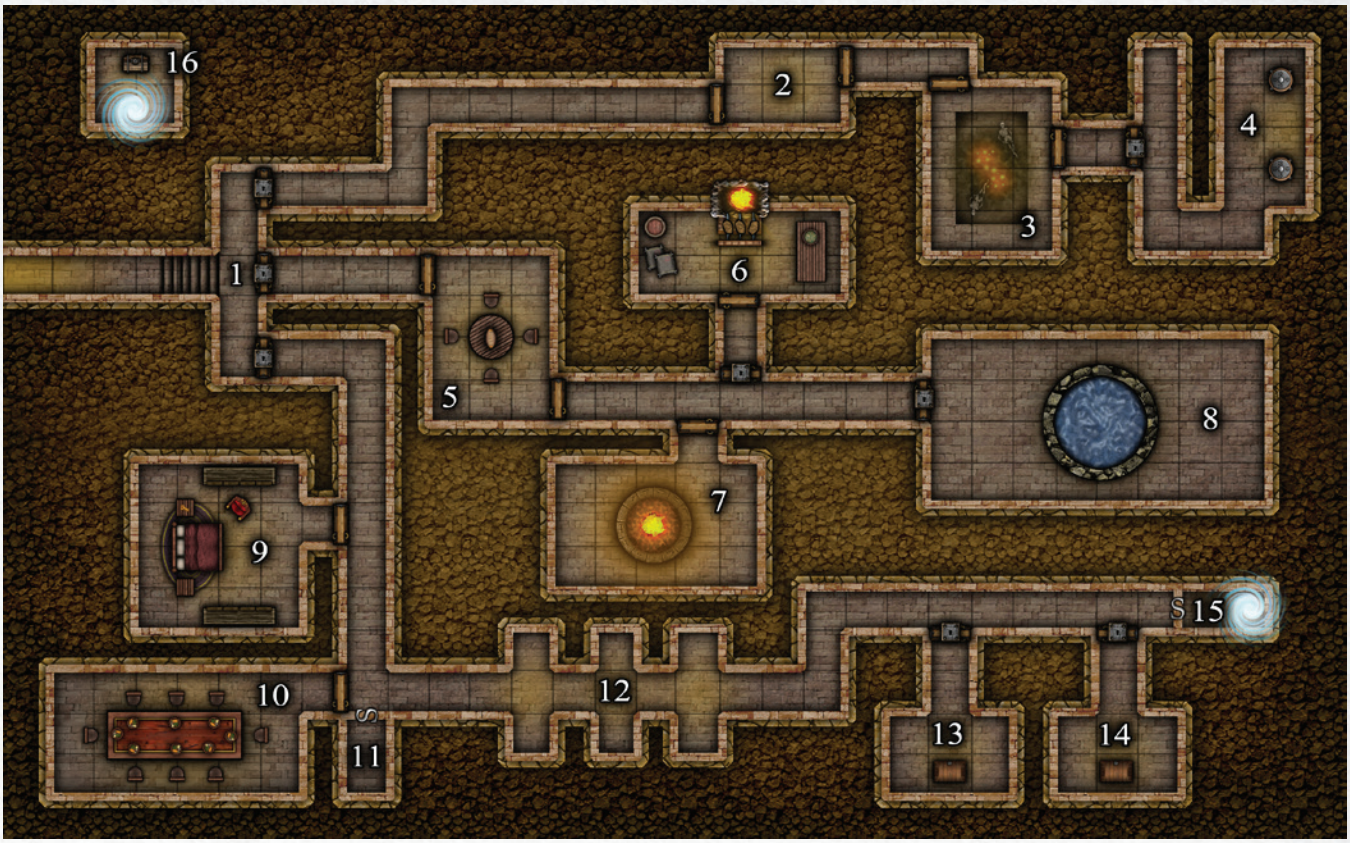
This fairly large room is empty, save for some old rusted knives and swords that hang on the eastern wall. A successful DC 20 Intelligence (Investigation) check reveals the well-hidden amulet to which the Shield Guardian is bound.

14. Hall of The Demagogue

This room is empty save for a painting of a distinguished elf on the southern wall. A successful DC 18 Intelligence (Investigation) check or DC 20 Wisdom (Perception) check locates a secret door leading to a small hallway that contains an acidic *glyph of warding (explosive runes)* trap. Another secret door is found on a successful DC 18 Intelligence (Investigation) check or DC 20 Wisdom (Perception) check leading to Area 15.

15. Hall of Pits

This small room has a spiked locking pit in the floor right in the entrance. The unconscious body of Jackson Cairn can be recovered from the pit. A *bag of holding* can be found hanging on the wall in the southwest corner of the room.



Tiikeri's Revenge

Stephen Yeardley

In the sub-continent, some extreme religious cults have taken to eradicating the essentially neutral local weretigers. One such band, the law-focused Light-from-Darkness, developed a precise ritual that withdrew a weretiger's essence to its exact last drop. When one weretiger somehow resisted the ritual three times, the temple's followers became unsure what to do, so did nothing. This gave Kaanne Tiikeri—a rakshasa—an opportunity to learn about his captors even as they began to realize their mistake. When Tiikeri's chance came, he escaped his chains, assumed various temple members' forms, and slaughtered them all. Now he rests and ponders the fate of those nearest and dearest to the former clergy, for revenge calls...

The party's been asked to support a local temple's attempt to eradicate dangerous lycanthropes. The welcome from locals is warm, but the adventurers are told that the shrine has been closed for a week, "for full moon cleansing".

1. The Temple Door

The temple's outer door has, "Always give thanks for Inner Light" carved on it. A successful DC 10 Wisdom (Perception) check finds the door unlocked but wedged shut. A successful DC 8 Strength check removes the wedge, revealing a downward-sloping corridor, then stairs that descent to a hallway with three doors. A successful DC 12 Intelligence (Nature) check reveals the door coverings are tiger pelts; a successful DC 18 Intelligence (Nature) check confirms they are weretiger skins.

Temple Doors and Keys

Door to room...	1 (North)	1 (South)	1 (Center)	4	6	7	8	13	14
Key in room...	—	11	3	16	9	13	14	6	7
Lock DC	8	20	20	50	25	25	25	28	28
Break DC	10	22	22	35	24	24	24	24	24

This table indicates where a locked door's key is located along with its Dexterity DC with thieves' tools and Strength DC.

2. Devotional Room

The north door leads to a devotional room with frescoes showing light's triumph over darkness. Someone needs to say the prayer of thanks on the entrance door within one minute or a *symbol of stunning* shouts it out.

3. Cleansing Room

A successful Intelligence (Investigation) check in the "cleaning" room reveals the following:
DC 10 there are still embers deep in the brazier
DC 12 human remains
DC 15 weretiger remains
DC 18 acid affected the shackles
DC 20 a ring on an implement stand has the key to the south door in Room 1 as well as those for assorted shackles

4. Fonts of The Faithful

This is the complex's most secure door. Not only is it difficult to open, but it automatically closes and relocks 30 seconds after opening it. It stays locked for 1 minute, with only a successful DC 30 (Strength or Dexterity) check, wish, or similar powerful magic defeating the lock, then resets as per the Temple Doors and Keys table. Beyond are two fonts the clergy used to prove their worth before the cleansing ritual. The north font grants a +1 Amor Class bonus to non-evil creatures, while the south one casts *hallow* (*courage*). The spells affect everyone in the room.

5. Mess Tent

There is a table, four chairs, place settings for four people, and a cake with about one-fifth missing. A successful DC 18 Wisdom (Perception) check reveals a creature with ragged teeth was eating it. The carpet is a mimic (282).

6. Kitchen

This kitchen has a spit cooking 3 joints of meat. A successful DC 15 Wisdom (Perception) or Intelligence (Nature) check reveals them as humanoid torsos with the spines removed. Above the fire is a sun blade and a horn of blasting that holds the key to Room 13.

7. Fire Pit

A cold-iron box holding the key to Room 14 is on a chain in the pit. It is as hot as if subject to heat metal. This fire pit does several things to creatures and items that come with 5 feet of it:
- LG creatures receive *cure wounds* (1d8+5), 1/day
- Non-LG creatures receive *inflict wounds*, 1/day
- LG clerics each gain *produce flame*, 1/day each
- Torches lit by it act as *daylight*, 3/day total

8. The Bath

The Light-from-Darkness clergy bathed here after killing weretigers. The 15-foot-deep pool contains water and an ochre jelly. The creature holds the remains of three weretigers, two clerics, a *ring of resistance (acid)* that the clerics wore when bathing, and two metal tokens that give access to Room 15.

9. Resting Chamber

Tiikeri (rakshasa; 284) is here, resting on cushions, reading from a pile of diaries. He appears as an injured elf, recovering before leaving the temple. The key to Room 6 is on the table.

10. Dining Hall

The table is set for eight, each place occupied by a zombie (287).

11. Hidden Hall

A successful DC 20 Wisdom (Perception) check or DC 15 Intelligence (Investigation) check finds the secret door to this room, which has a 5-foot pole on the back of it. Hanging on a hook on the south wall is the key to the central door in Room 1. The square in front of the hook is a spiked locking pit (275).

12. Prayer Alcoves

These shadowy spaces each have a kneeling figure praying in them: they are shadows (285).

13. Meditation Chamber I

A successful DC 20 Dexterity check with thieves' tools unlocks the chest by the south wall. It contains 2,000 cp and the key to Room 7.

14. Meditation Chamber II

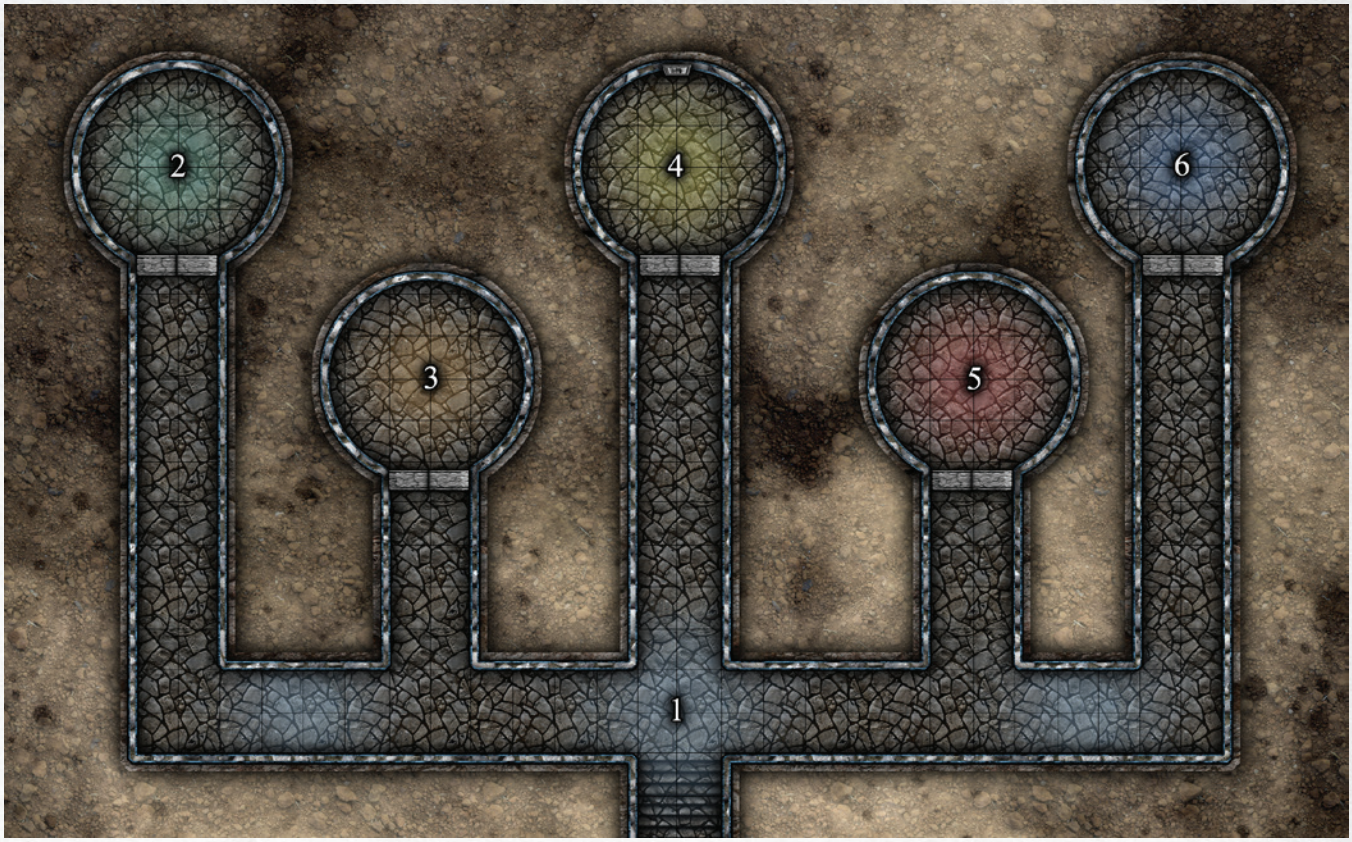
The chest by the south wall has a poison needle (275) trap. It contains a silver censer (1,200 gp), a platinum platter (1,800 gp), and the key to Room 8.

15. Portal Chamber

TThe secret door to this room requires the two tokens from Room 8 or a successful DC 22 Dexterity check with thieves' tools to open. Inside is a *teleportation circle* that goes to Room 16.

16. Hymn Chamber

Any nonlawful or nongood character that enters this area or begins its turn there is affected by a *glyph of stunning* (DC 16) and trigger a poison darts (275) trap from the chest, which contains 150 pp and the key to Room 4.



Candelabra Towers

Rory Toma

Rising over 85 feet high, the Candelabra Towers appeared out of the mists, near the front gate of the city. The watch, first on the scene, noticed an entrance near the base. As they approached, a lightning bolt shot out from one of the towers, obliterating them. Shortly after, a large area surrounding the city turned into roiling pits of lava-like boiling mud. With the entrance to the city blocked and the towers obliterating anyone who approaches officials need help.

1. Entrance

Stone steps ascend from the pits of mud and end in a small landing on which sits a large sealed stone door. Every 30 feet of movement requires a successful DC 10 Dexterity (Acrobatics) check or the character will fall into the boiling mud, taking 2d6 fire damage. To climb out of the pit requires a successful DC 10 Dexterity (Acrobatics) check. Adventurers take 2d6 fire damage at the beginning of each round.

When the adventurers are within 100 feet of the stone landing, a spell from a random tower targets a random character. If any of the elementals in towers 2, 3, 5 or 6 are dead or in combat, no attack comes from that tower. Roll a 1d4 on the Random Tower Attacks table to determine which tower attacks.

The locked entrance door has a trap. The lock requires either a successful DC 20 Intelligence to operate the mechanism or a successful DC 18 Dexterity check with thieves' tools to open. The trap is a sliding door trap complex trap. The door slides across the landing, pushing any character whose initiative is lower than the trap's initiative into the boiling mud pit (2d6 fire damage each round) and requires a successful DC 10 Dexterity (Acrobatics) check to climb out.

Once inside, the adventurers see a long hallway extending in either direction. Directly above them, a 10-foot diameter shaft rises 50 feet, ending in a stone cap. At either end are identical shafts. The two interior shafts are identical, but only rise 25 feet. Each shaft requires a successful DC 18 Strength (Athletics)

Random Tower Attacks

Roll	Attack
1	A half-strength *lightning bolt* (4d6 lightning damage on a failed save, or half as much damage on a successful one) strikes a random character every 1d3 rounds.
2	A 20-foot-diameter (non-boiling) mud pit appears centered on a random character. The mud slows the character's movement to 1/4.
3	A half-strength *fireball* hits a random character (4d6 fire damage on a failed save, or half as much damage on a successful one) every 1d3 rounds.
4	A 20-foot-diameter boiling mud pit appears, centered on a random character (2d6 fire damage each round, requires a successful DC 10 Dexterity (Acrobatics) check to climb out).

check to ascend. However, the stone caps all appear impenetrable, except the one to Area 4, which has several latches on it.

Latch trap requires a save DC 16; the hatch falls down the shaft, knocking any characters in the shaft to the ground, dealing 4d10 damage.

2. Air Elemental Sphere

Suspended above the stone cap is an air elemental (276) that attacks anyone entering the sphere.

3. Earth Elemental Sphere

Suspended above the stone cap is an earth elemental (278) that attacks anyone entering the sphere.

4. Control Room

Near the top of the sphere are four levers. It requires a successful DC 20 Strength (Athletics) check to ascend the side of the sphere to get to the levers. Pulling a lever (standard action) causes the stone cap for one of the spheres to open. The elemental inside will move at its full speed towards the nearest party member to attack. It is possible to have more than one sphere opened, causing multiple elementals to attack.

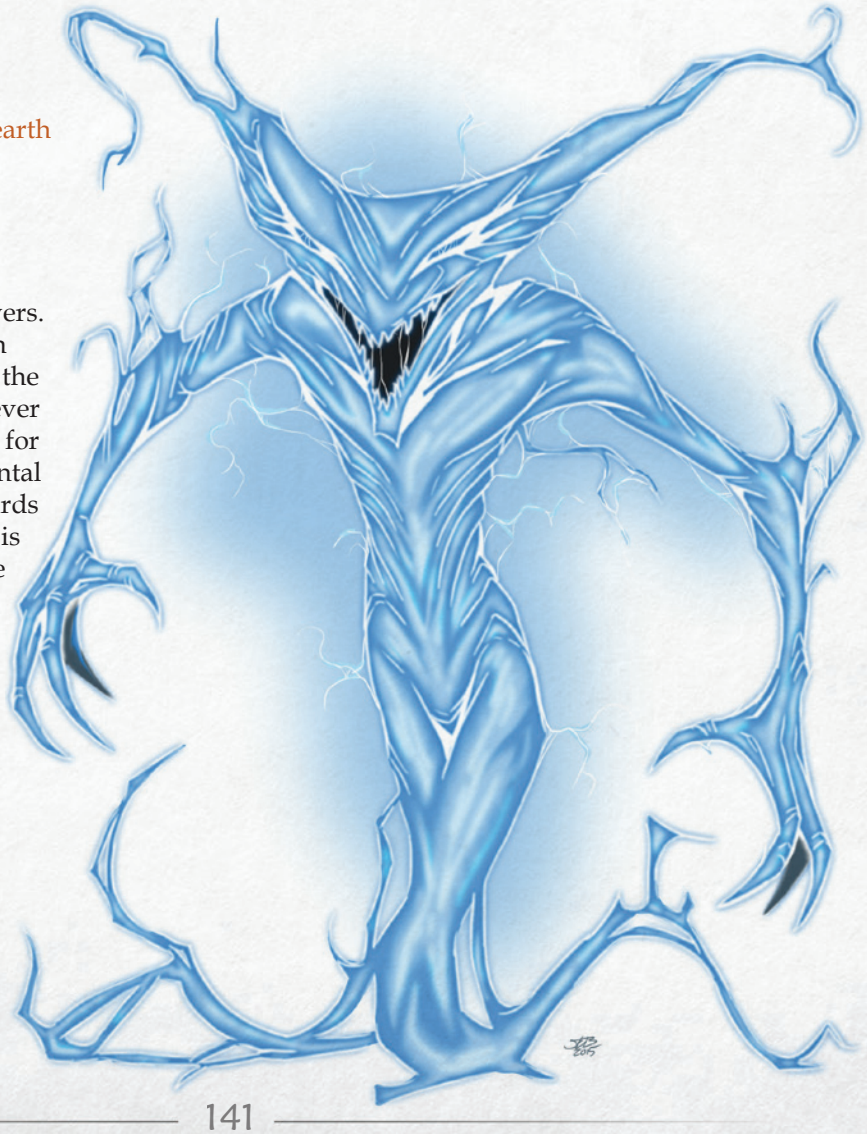
5. Fire Elemental Sphere

Suspended above the stone cap is a fire elemental (280) that attacks anyone entering the sphere.

6. Water Elemental Sphere

Suspended above the stone cap is a water elemental (286) that attacks anyone entering the sphere.

After killing all the elementals, the tower begins to fade away from view and is gone in 10 rounds as well as all mud pits. Anyone clinging to a shaft or standing in a sphere when the tower completely disappears will fall, taking the appropriate amount of damage.





Shadows of Madness

Michael Smith

Many years ago, Tibor, a wizard with an overwhelming desire for knowledge of the plane of shadow, locked himself away in a tower to pursue his studies. Shortly thereafter, his tower was consumed in a dark explosion, and the mage was assumed dead. However, assumption can never be taken as fact, and now the adventurers have stumbled upon a hidden stairway where the tower once stood, leading down into the shadowy earth below...

1. Tower Basement

The stairway leads down into a small room with two crumbling doors to the east. Vines and cobwebs appear to have taken over the area. Three phase spiders (283) are littered among the other vegetation waiting on prey.

2. Refuse Room

This small room is littered with bones and meat in various stages of decay. Access to this room can only be gained by traversing narrow hallways. The party must move through the narrow hallways in single file, and normal movement rate. Two ghasts (280) make this room their home and there is a 50% chance the party will encounter them in the narrow hallways.

3. Portent Room

This hidden room can be detected with a successful DC 20 Wisdom (Perception) check or found with a successful DC 15 Intelligence (Investigation) check if actively searching the hallway. The floor just inside the hidden door is trapped with a collapsing roof (275) trap that will activate once the door is shut and will affect everyone within the room. The room is empty except for a painting that hangs on the wall depicting what looks to be the party in an epic battle with a shadowy figure.

4. Dressing Room

This area is littered with tattered clothing, broken mirrors, hay, and all manner of filth and grime. Rotten meat sits in the southwest corner of the room on a table in disrepair, and what sounds like whispers and grunts can be heard from the area to the southeast (Area 6).

5. Sitting Room

This room has a locked door to prevent unauthorized access; the door can be opened by a successful DC 20 Strength check or DC 15 Dexterity check with thieves' tools. It has a lavish four post bed with an exquisite black velvet comforter that is in the southwest corner of the room, an ebony desk and chair positioned on the east wall, and a *mirror of life trapping* hangs on the west wall. If the room is searched a successful DC 10 Intelligence (Investigation) check will reveal a number of gems in the desk worth 2500 gp, as well as a key to the locked door in Area 7.

6. Library

The walls of this room are lined with broken bookshelves and was at one time obviously some sort of library. Three ogres (283) stand around an unconscious woman, speaking to each other in goblinoid about how they're going to extend her misery and suffering once she regains consciousness. They will attempt to immediately kill the woman when they become aware of the adventurers and will then turn their attention to dispatching of the adventurers themselves.

If the adventurers are able to save the woman and speak with her, she will tell them her name is Evandra, and that she is a medium that was kidnapped and brought here by these strange shadowy bugbears to confer with a shadowy man about his future, and about strangers coming to kill him. She will offer the party 40 gp if they agree to escort her home to a nearby caravan once they've finished here, otherwise she will leave the area on her own.

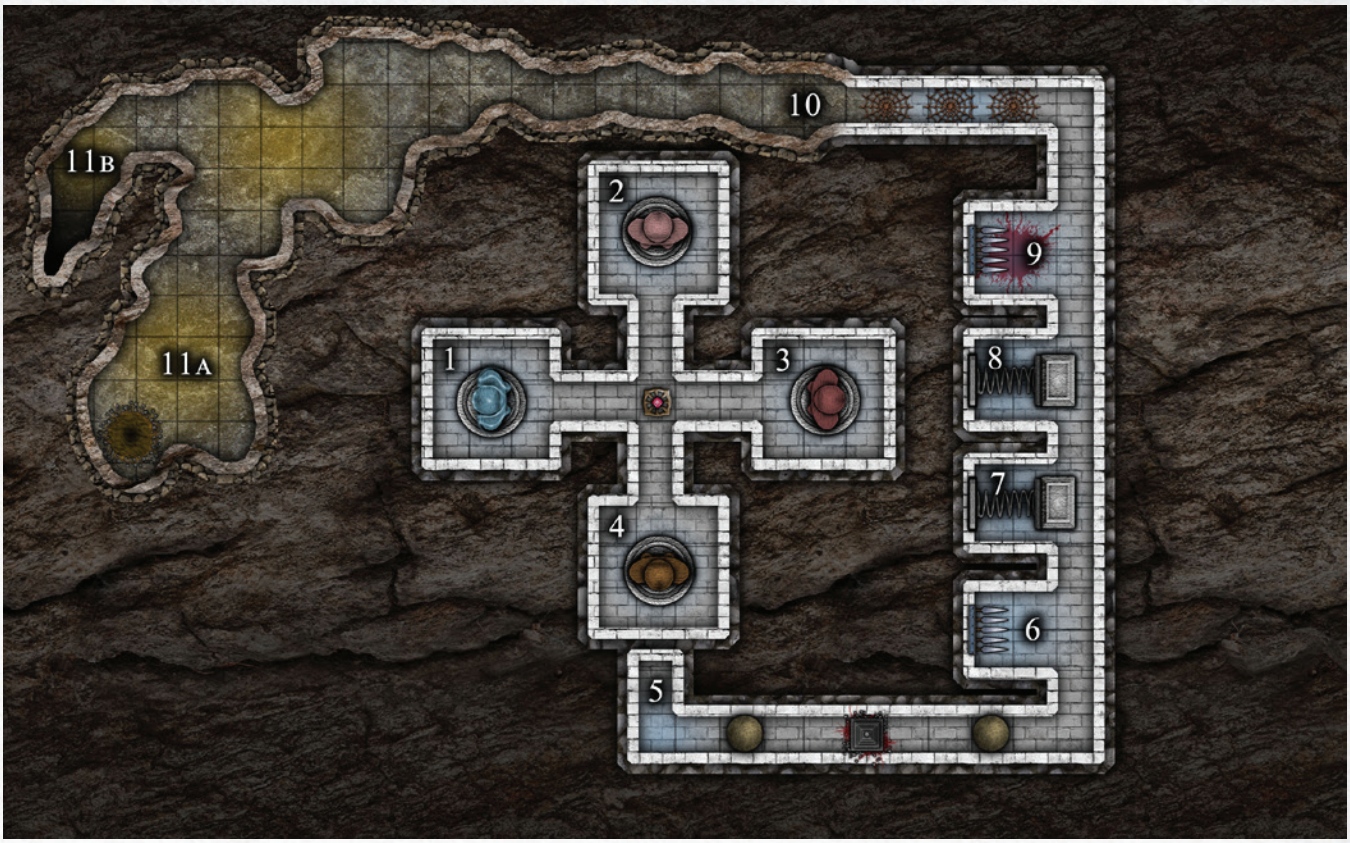
7. Throne Room

This room has an ebony throne in the middle of the room, with 6-foot-tall mirrors positioned in the corner of each wall (total of 8). There is a locked door on the southeast side of the room, which can be opened by a successful DC 20 Strength check, a successful DC 15 Dexterity check with thieves' tools, or the key from Area 5. There are a number of gibbering mouthers (280) equal to the number of characters that have slowly driven Tibor insane in this room as he sits in his ebony throne and has conversations with his "reflections". The gibbering mouthers will wait until the adventurers have entered the room, and then each will start gibbering when the adventurers attack to create confusion among them during battle.

8. Laboratory

This room has a locked door, which can be opened by a successful DC 20 Strength check or DC 15 Dexterity check with thieves' tools. Upon entering, the adventurers will be confronted by Tibor (mage; 282) in an empty room. Tibor has been driven mad by the gibbering mouthers in Area 7, as well as by exposure to the plane of shadow with his research. He believes the adventurers are there to kill him, and by now this is actually likely to be true. He screams and orders the gibbering mouthers to attack.





Ne'er Trust the White Wolf's Tameness

Stephen Yeardley

A *teleportation circle* brings the party to a crossroads: floors, ceilings and corridor corners glow red; elsewhere pulses a soft white light. Everything is ceramic (relevant check DC10). The ceiling has four hollows: a circle, square, cross, and triangle. Experienced travelers call this place "The White Wolf"; these are "The Wolf's Eyes".

1. Metal Hall

Westwards, a 6-foot-tall blue-hued metallic iron lector (281) stands battle-ready in the middle of the room. It uses its shout attack as soon as adventurers advance in its direction, then moves to the attack. On defeating the construct, the adventurers find a blue-gray metal cross inside its helm. This fits one of the four hollows in the ceiling of the crossroads junction.

2. Leather Hall

Northwards, a hideous flesh golem (281) stands in the center of the room. On destroying the golem, the adventurers find a rose-pink leather square in its skull. This fits the junction's hollow.

3. Clay Hall

Eastwards, there's a 6-foot-tall clay golem (281) in the room's middle. After defeating the golem, the adventurers discover a blood-red clay circle in its skull. This fits the junction's hollow.

4. Stone Hall

Southwards, a 7-foot-tall stone golem (281) of gray marble shot through with streaks of silver stands in the center of the room. On defeating the golem, the adventurers find a silver-gray marble triangle in the top of its head. This fits the junction's hollow.

Inserting a key turns the relevant corridor's corners green; all keys in place turns the crossroads green for one minute, teleporting anyone touching it to Area 5. After that time, the keys return to the four guardians, which reconstruct.

5. The Wolf's Jaw

This long white marble corridor contains linked traps: two rolling sphere (275) traps, one 15 feet from the east wall, one 15 feet from the west. The spheres drop from the corner ceilings and roll towards the corridor center. Their rumble triggers a collapsing roof (275) trap in the form of a cube of stone that fills the route's central 5 feet cube. The boulders then hit the cube, releasing a falling net trap (275) that drops from above the central cube, covering it and anything within 5 feet of it. On top of the block is a black pudding (276) that slops onto trapped victims.

The 5-foot-wide north wall contains slots that match various blades. Placing a magical blade within one does the following: starts a grinding and sharpening mechanism; reducing the blade's damage by one damage die and adding a +1 to the weapon; activates "The Wolf's Jaw" (Area 5) teleport and the center of "The Wolf's Eyes" for 1 minute.

6 & 9. The Wolf's Teeth: The Rippers

The squares along the east side of these alcoves trigger a poison darts (275) from the west wall. The disarm point is at the back of the alcove on the west wall. A set of thieves' tools is in Area 6. In Area 9 there are 3d4 large blood stains.

7 & 8. The Wolf's Teeth: The Grinders

Both squares in front of each of these initially shallow alcoves trigger a collapsing roof (275) trap that fills the alcove. The disarm point is at the back of the alcove on the west wall. A torn *scroll of find traps* is in Area 7. In Area 8 there are 3d6 humanoid teeth.

10. The Wolf's Muzzle

The Wolf's Muzzle is a 30-foot worked corridor housing three falling net traps (275), all activated by triggers in the final western square of the passage. After activation, a pair of black puddings (276) flow from under the southern wall, filling the corridor. The space where the black pudding was hiding contains two stone potion orbs (random/GM choice).

Random Events

1d100	1 per 10 minutes, reroll repeat results
01-40	The keening of wolves comes to the party clearly on a breeze.
41-70	A chain devil (277) appears who enjoys stopping by and seeing traces of any carnage may have occurred.
71-90	The crash of a trap going off is heard in the distance.
91-00	The party finds a left index finger, bitten off the hand, with a *ring of animal influence* on it.

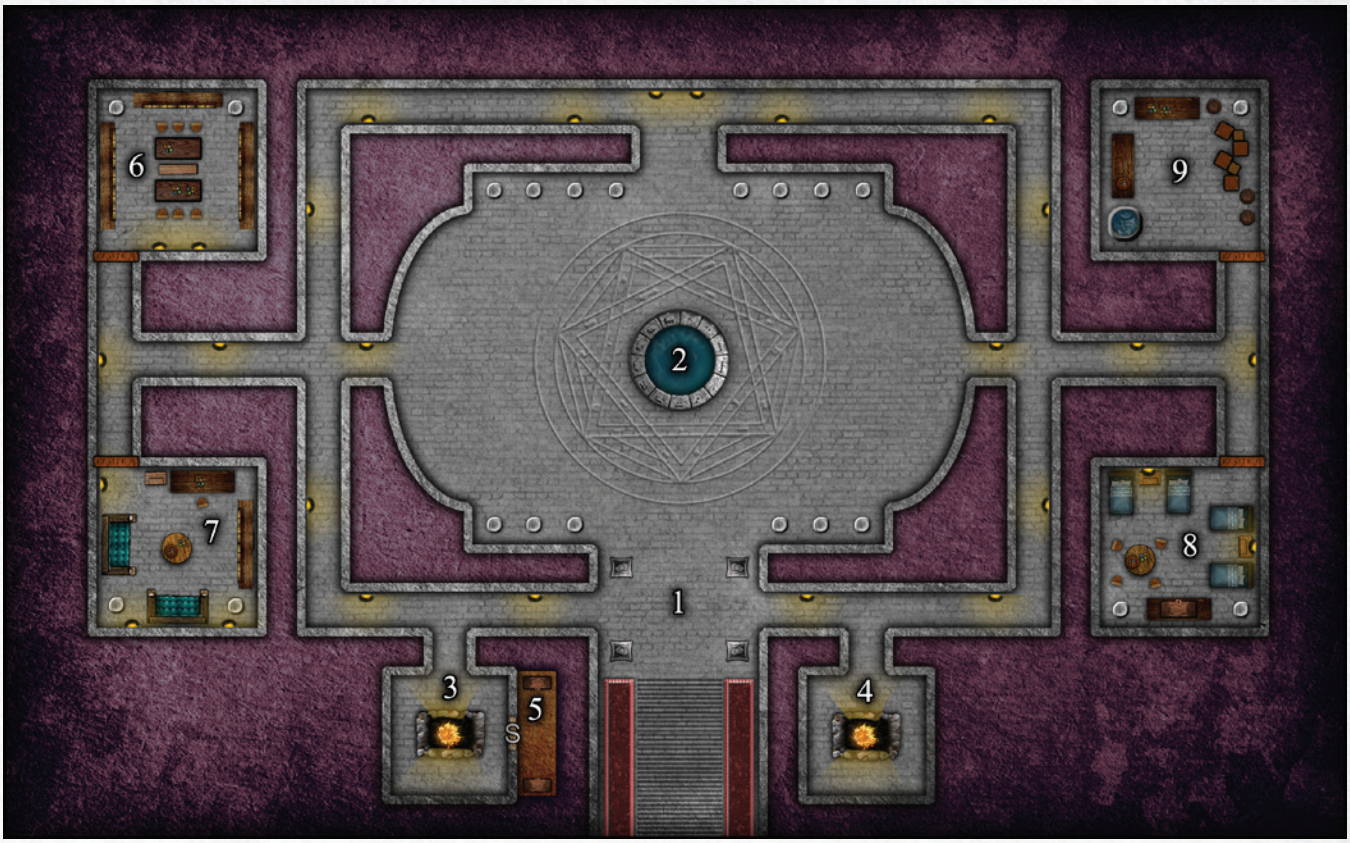
11A The Wolf's Mind

A sinkhole in the southwestern corner has carved "rungs". A toothless elf (spy; 285), a dwarf gladiator (280) wearing acid-wrecked armor, an exhausted half-orc (mage; 282), and an unconscious human (priest; 284) are here. Use them as you wish. Many of their items are almost spent, but they have gold.

11B The Wolf's Ear

A small cave leads to a narrow tunnel heading away from the area. A breeze makes a sound like distant howling.





The King of Infinite Space

Stephen Yeardley

The Underworld's layers hide many mysteries. Vast, long-abandoned, deep-set cities exist in the dark. One such site houses Urkkia, a gnome spy who was more...but is now less...than he appears.

Over time, Urkkia perfected ways to manipulate shadow, particularly the Plane itself. He became an efficient spy; nothing seemed safe from him. As the bounty on him grew, he retreated further from the surface to this safe house. Here Urkkia built his ultimate creation: the Room of Infinite Space. But his links to the Plane as "something real" attracted powerful shadow beings; they sent a horde of shadow beasts after him recently. He destroyed two, fell to the third, but was ready for such an event.

Urkkia (shadow antipaladin; 285) is evil in that he lies, cheats, steals, and even kills in the name of retrieving items from the worst creatures in existence. He's self-focussed, thinking of himself first, as any spy does if they want to live.

When the party enters a room, roll on the Wandering Monster table below. While the party may attempt to ally themselves with Urkkia, the antipaladin's evil and madness are likely to cut short any allegiances. The shadow beasts attack most anything on sight, and Urkkia's pets and associates are as treacherous as their master, except for the neutral otyugh.

% Roll	Wandering Monster
1-25	The room is empty.
26-50	A shadow beast (285) stalks here.
51-70	Urkkia's pet ghostwalk spider (280) waits in ambush here.
71-85	Tyhjo, Urkkia's apprentice, a green-tinged gnome seemingly wearing a robe of stars, is really an elder shadow drake (279).
86-95	A powerful derro cult leader (278), Urkkia's ally, is back after being away during the undead attack.
96-00	Urkkia captured this orobas (283) to keep the dungeon halls clean.

1. Befogged Antechamber

The 20 ft.-long stairway entrance is shrouded in permanent, magical *darkness*. Originally teleporters to Room 7 and Room 9, the carpet strips are malfunctioning *teleportation circle* traps. A shadow beast (285) stands between the four statues. It's tormented by Urkkia's clone (see Room 2), but can't catch him.

2. The Room of Infinite Space

Urkkia's *clone* is here, still fighting. The curved walls are direct links to the Plane of Shadow created by Urkkia, allowing him to travel anywhere. Non-shadow creatures attempting to use them trigger a *maze* spell. (The walls are currently deactivated, trapping various occupants here.) The pool contains fresh water.

3. The Flames are Illusionary

Purplish-black flames rise from the center of a dark pit. The flames are illusory, however, anyone interacting with the pit or the secret door to Room 5 summons seven shadows (285).

4. The Flames are Shadow

Purplish-black flames rise from the center of a dark pit. The flames are illusory, however, anyone interacting with the pit summons seven shadows. The bottom of the pit holds a darkness domain prayer book with commentary on these divine spells: 1st—*inflict wounds*, 2nd—*blindness/deafness*, 3rd—*speak with dead*, 5th—*(un)hallow*, 6th—*create-undead*.

5. Incubation Chamber

Urkkia's original body is laid out on a wooden dais. Beneath is a chilled coffin holding a cubic inch of flesh, another already-growing *clone*. Creatures touching the clone suffer 3d10 necrotic damage (no save).

In the home's living areas, the shadow lords' shadow beasts wait in ambush as listed below. Rooms are standard for their types. Urkkia's most powerful items and associates' spellbooks are elsewhere.

6. Athenaeum

One shadow beast is in the northern storage unit. There is a wide selection of spell components carefully stored and recorded in several ledgers.

7. Library

One shadow beast is in the eastern bookcase. None of the books are magical, but there are plenty of tomes on Urkkia's areas of knowledge which will provide advantage on any attempt to learn about the Plane of Shadow.

8. Dressing Room

One shadow beast is in the southern wardrobe. There is a wide selection of derro-sized outfits. A permanent *unseen servant* cleans them and the bed linens each day.

9. Kitchen

One shadow beast is in the western oven of this kitchen. There is plenty of preserved food. The liquid in the basin replicates *eyebite* (once per person per day), if used immediately as eye-drops. The liquid loses its magic soon after removal from the pool, reverting to foul, inky water.





Deep Mine Mystery

Ben McFarland

Duergar cultists infiltrated an abandoned section of a local mine, planning to infest it with spores of their ancient fungus god by opening a planar rift. However, their preparations drew the attention of the miners, and a group of deep gnomes interrupted the ritual. Unfortunately, neither side was completely victorious; now a standoff ensues between survivors while the monstrous servants of the fungus god create a nest, threatening to expand beyond this warren of tunnels. Miners reported a formerly abandoned section of mines as haunted, with strange noises and a lift, which occasionally functioned without someone touching it. A group of svirfneblin mercenaries offered to investigate two days ago but never returned. Recently, the lift rose up out of the darkness with a bloody activation lever lying in the center of the platform. "Ghosts don't bleed," retorted the foreman, and quickly engaged the characters to descend into the lower tunnels and determine what happened.

Unless otherwise noted, no light exists in any of the tunnels or rooms, and the barrel-vaulted ceilings are 10-feet high with reinforced wooden beams. The ground is packed dirt. Each square equals 10-feet.

1. Mine Lift Entrance

The platform descends 150-feet deep into a gallery dimly lit by two weak torches, the gears groaning as the group arrives. A rail around the platform's edge prevents accidental falls. The sound of the lift arriving alerts the groups in Rooms 8 and 9, they cannot be surprised for 10 rounds.

The adventurers have the replacement activation lever for the lift, which requires a successful DC 14 Dexterity check with smith's, tinker's, or thieves' tools to repair. A successful DC 9 Wisdom (Perception or Survival) check searching the area locates pools of dried blood spatter on the ground between the lift and the exit and around the lift entrance gate.

2. Grand Gallery

This room has a 40-foot ceiling and two cut-stone enclosed rooms (Rooms 3 and 4). Two torches provide dim illumination within a 20-foot-radius. A broken glass canister lies on the ground near the east exit; a 5-foot-by-10-foot patch of green slime covers the ceiling

above the east tunnel entrance and blood stains on the ground below it. Any loud noises in here will alert those in Room 5.

3. Gardening Storage

The door to this room hangs open. Inside is a pile of crates and mundane supplies, knocked over and scattered at either end of the room. A dead svirfneblin lies on the floor, with three crossbow bolts in his chest. A *speak with dead* spell reveals he was in a group of twelve. A couple of duergar hiding in among crates killed him when he investigated the room alone. A quick search of the supplies and a successful DC 10 Intelligence (Investigation) check confirms they did not come from local suppliers.

4. Mushroom Trenches

The unlocked door is closed, and the handle is cool to the touch. It slides open. Inside, two 5-foot-wide raised beds filled with rich, black dirt dominate this room. The air smells of fertilizer and loam, and a distinct chill hangs in the air. A sputtering candle casts dim light at the room's northern edge. Two patches of brown mold grow at the far end of the beds

5. First Gallery

A strange hole in the very air dominates this room. Purple stars fill the tear in space, and it is at the center of a ritual circle drawn in the ground with powdered chalk. A trio of strange cultist-looking creatures (mindrot thralls; 283) occupying the room and bloodstains across the floor. The portal creates dim illumination 5 feet around it.

A successful DC 10 Intelligence (Arcana, Nature, or Religion) check indicates this is an incomplete ritual site opening a portal. Three more checks allow the portal to close. Two failures before three successes indicate an elder thing (280) passes through the portal and attacks. Combat here may alert those Room 8.

6. Second Gallery

A strange portal, identical to the one in Room 5 exists in the center of an identical ritual circle. The area to the northwest of the portal is a 10-foot-square patch of yellow mold. There are two deathcap myconids (278) spraying spores around the southeast part of the room. The portal creates dim illumination 5 feet around it. A successful DC 10 Intelligence (Arcana, Nature, or Religion) check indicates this is an incomplete ritual site opening a portal. Three more checks allow the portal to close. Two failures before three successes indicate a mi-go passes through the portal and attacks. Combat here may alert those in Room 9.

7. Storage

There are mundane supplies here, as well as a dozen light and heavy picks. There are no signs of battle and no dust on any of the recently stored goods. A quick search of the supplies and a successful DC 10 Intelligence (Investigation) check confirms they did not come from local suppliers. There 200 days of rations for one person, and any common equipment items within reason. The supplies do not include light sources. A successful DC 15 Wisdom (Survival) check indicates many medium-sized creatures coming in and out of the room.

8. Third Gallery

Hiding in the dark, are two svirfneblin (285), the remaining surviving mercenaries. They know about the duergar in Room 9 but are badly wounded and unable to attack. If fully healed they will assist the adventurers. They have no remaining spell-like abilities and do not know the layout of the area. The deep gnomes know how to repair the lift mechanism and offer to go do so and wait if shown the lever.

9. Fourth Gallery

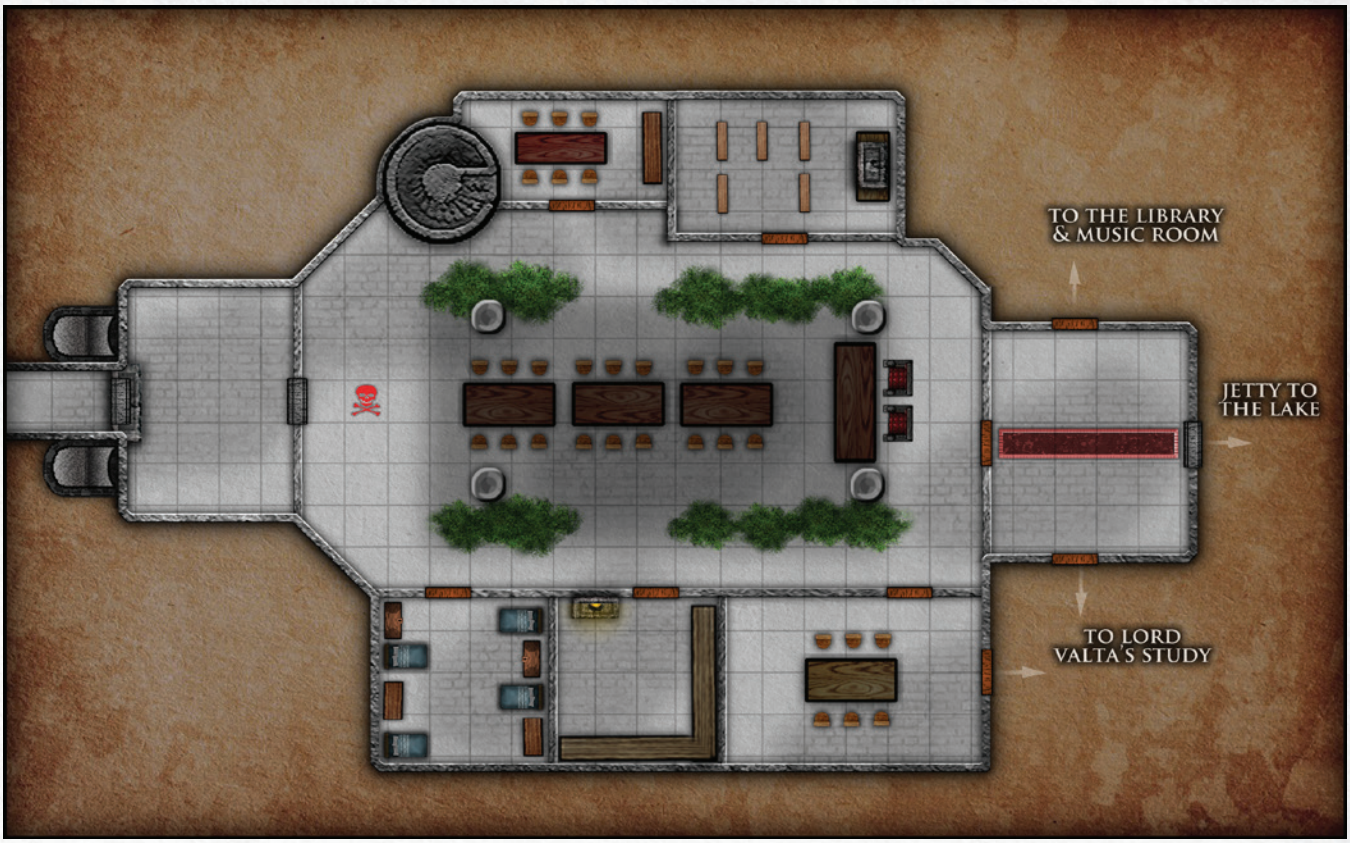
Caltrops cover the 10-foot-by-10-foot area just inside the entrance to the long, dark gallery. Holding out in the room are four duergars (279), guards to the cultists who started the ritual. The duergar howl during a fight, alerting the mi-go in Room 10 and the svirfneblins in Room 8.

10. Storage Gallery

Corpses, enormous mushrooms, phosphorescent fungus, and supply bundles occupy this room. It appears the fungus creatures are turning this gallery into some kind of proto-nest, to grow their numbers. The whole room has a dim, purple illumination. Two elder things (280), constructing a nest; respond when anyone enters the room. If the mi-go are killed the portals close, proceed to the Conclusion.

Conclusion

Closing the rifts eliminates the immediate threat. However, this doesn't address how the duergar entered the mine, or if other splinters of this cult exist nearby. The appreciative miners offer rewards of raw metal rod stock, perhaps of mithril, adamantine, or other special material, enough to forge into a weapon for each of the adventurers. They also offer directions to and a letter of introduction to their regular merchant vendor, who willingly purchases the metal from any character who doesn't wish to keep it. The surviving svirfneblin owe the party a blood debt and offer a minor magical item, a service, or 1,000 gp in gems.



Salt Golem Go-Round

Will Myers

After meeting with Viscount Sihteeri,[1] the adventurers are in the dining courtyard, discussing the best way to approach their task of sweeping the royal party's chambers for danger. Prince Ruhtin and Princess Lumi enter the room and approach the main dining table, apparently discussing the upcoming nuptials. As the two lovebirds are engaged in quiet conversation, the room is filled with a tinkling sound followed by a grating noise, as if someone was rubbing the edges of two pieces of glass together.

Without warning, shards begin to fall from the glass ceiling of the room. An glass—carrying a salt golem (281)—crashes onto the guest table farthest from the main dining table, collapsing it and sending glass shrapnel into the air with a loud crash. A moment after the air has cleared and some of the kitchen staff have poked their heads in to see what the commotion is, a form rises from the impact site and throws pieces of the broken table in random directions. The kitchen staff quickly duck back into the kitchen.

A crystalline creature lies sprawled on the floor, turning what passes for a head until it focuses on Lumi. It moves towards her quickly, shoving furniture out of its way. The golem's goal is to capture Lumi for its as yet unknown master.

The adventurers are assumed to be in the center of the room, near the guest tables. If they declare they are somewhere else, give them an opportunity to intercept the golem before it reaches Lumi and Ruhtin. The salt golem crashed into the southern-most table in the room.

A character can identify the salt golem as such with a successful DC 10 Wisdom or Intelligence check. Because it dropped from a 50-foot height, the salt golem has taken 15 points of bludgeoning damage and is prone for the first round. Anyone who is not surprised can take an action against the golem. On the second round, the golem moves at half speed due to the obstructions of the tables and chairs. It takes 3 rounds of unimpeded movement for the golem to reach Lumi and Ruhtin.

[1] Check out the *Snow White* setting book from AAW Games for details.

Salt Golem Go-Round



Ruhtin and Lumi move behind the main dining table, both drawing their weapons and prepared to fight for one another. Once the adventurers intercept the golem, Ruhtin and Lumi move around the room toward the closest exit, which will most likely be the rear gatehouse. However, depending on the positioning of the golem, they may also run for Lord Valta's study, which will lead them deeper into the castle.

Should the golem get to Lumi, it grapples her (assume success) and tries to make its way out of the castle through the front gatehouse. While doing so, the golem loses one slam attack as it holds Lumi, and any attack or spell that targets the golem has a 25% chance of hitting her instead. If the golem captures Lumi, Prince Ruhtin joins the fray with the party. He has a +7 to hit and deals 1d6+3 points with his magic shortsword. Lumi also tries to free herself, attacking with her magic shortsword with a +5 to hit and she deals 1d6 damage.

If the golem escapes with Lumi, it will head for the Haunted Forest.[1] After the golem has been dealt with, Viscount Sihteeri returns to care for the shaken bride-and groom-to-be, while calling for the royal glazier to fix the window.

If a salt golem (281) is too powerful for your characters, GM's are encouraged to depower the salt golem by removing its magic resistance, giving it vulnerability to water-based attacks, or allowing nonmagical bludgeoning weapons to damage it. Such allowances may be explained by shortcuts taken during the golem's construction.

Will Myers



Cabin Catastrophe

Will Myers

The Huntsman's Cabin is a simple affair, only one story, with a high, angular roof. The timbers are stained to help protect against the cold. There is also a small outbuilding behind the cabin.

The Huntsman knew that he was implicated in Lumi's disappearance, so he rigged a few surprises for people to find after he was gone. The Huntsman was skilled at building traps for game, but when it came to designing them for people, he did the best he could. A character who rolls exactly the number needed on an attempt to disarm one of the traps destroys it.

1. Entryway

The entrance is small and the floor is covered with a well-preserved, dark-brown bearskin. Its face has been fashioned so that it is snarling. There are two pairs of boots here; one thickly insulated for the harsh winter temperatures, and the other made of oilskin for wet, rainy conditions. There is a series of thick nails pounded into the southern wall, serving as a coat and cloak rack.

The mouth of the snarling bearskin rug contains a bear trap. The Huntsman installed this trap with a sense of irony, never expecting anyone to insert a body part into the bear's mouth, and it is not well disguised.

Bear Trap

Mechanical Trap

Iron jaws lie hidden within the bear's mouth. A creature who inserts a limb into the mouth triggers it - the trap makes an attack against the triggering creature. The attack has a +6 attack bonus and deals 4 (1d8) piercing damage on a hit. This attack can't gain advantage or disadvantage. A creature caught by the trap can't move until it breaks free of the trap, which requires a successful DC 13 Strength check by the creature or another creature adjacent to the trap.

A successful DC 8 Wisdom (Perception) check reveals the trap. A successful DC 10 Dexterity check with thieves' tools or DC 13 Dexterity (Sleight of Hand) check will allow a character to disable the trap without activating it.

2. Sitting Room

This room is sparsely furnished, with only a chair sitting in front of one side of a two-sided fireplace and some shelving running along the corner farthest from the door. There isn't much on the shelving; just a few books and some small paintings of low quality, all of them of the surrounding area. The chair has a heavy dark-blue woolen blanket slung over the back.

Above the door is a simple trap, consisting of a pitchfork suspended from the ceiling. Unless the trap is disabled, the pitchfork will fall, targeting the first person through the door.

Pitchfork — Trap

Mechanical Trap

This trap uses a trip wire to release a pitchfork suspended from the ceiling. The trip wire is 3 inches off the ground and stretches between the door posts. The DC to spot the trip wire and net is 10. A successful DC 15 Dexterity check using thieves' tools breaks the trip wire harmlessly. A character without thieves' tools can attempt this check with disadvantage using any edged weapon or edged tool. On a failed check, the trap triggers. When the trap is triggered, the pitchfork makes an attack against the triggering creature. The attack has a +8 bonus and deals 11 (2d10) piercing damage on a hit. This attack can't gain advantage or disadvantage.

3. Kitchen

The kitchen contains the other, larger side of the two-sided fireplace, and there is evidence of it being used for cooking. There is a table in the middle of the room, showing age and wear. A basket of fruit sits on the table and a basket of apples sits in the southwest corner of the room.

Behind the table is a rack of knives for skinning and butchering game. This includes a heavy axe for taking apart very large animals. This rack also contains a few plain ceramic plates and bowls, with a couple of forks and spoons. There are half a dozen storage barrels in the southeast corner.

All along the walls are the skulls and antlers of animals killed by the Huntsman. While this collection of bones looks like a simple group of trophies, it is actually a magical trap.

Skulls and Antlers — Trap

Magic trap

This trap is activated when a creature touches or moves any of the trophy skulls or antlers on the walls. When triggered, the bones all fly inward, filling the room with pointed shrapnel and concussive blocks.

The DC is 15 to spot the trap, and a spell or other effect that can sense the presence of magic, such as detect magic, reveals an aura of evocation magic around the bones. The trap activates when any part of any bone in the collection is moved more than one inch, causing the spell to fling all bones toward the center of the room. Each creature in the room must make a DC 15 Dexterity saving throw, taking 44 (8d10) bludgeoning and piercing damage on a failed save, or half as much damage on a successful one. A successful *dispel magic* (DC 16) cast on the wall removes this enchantment.

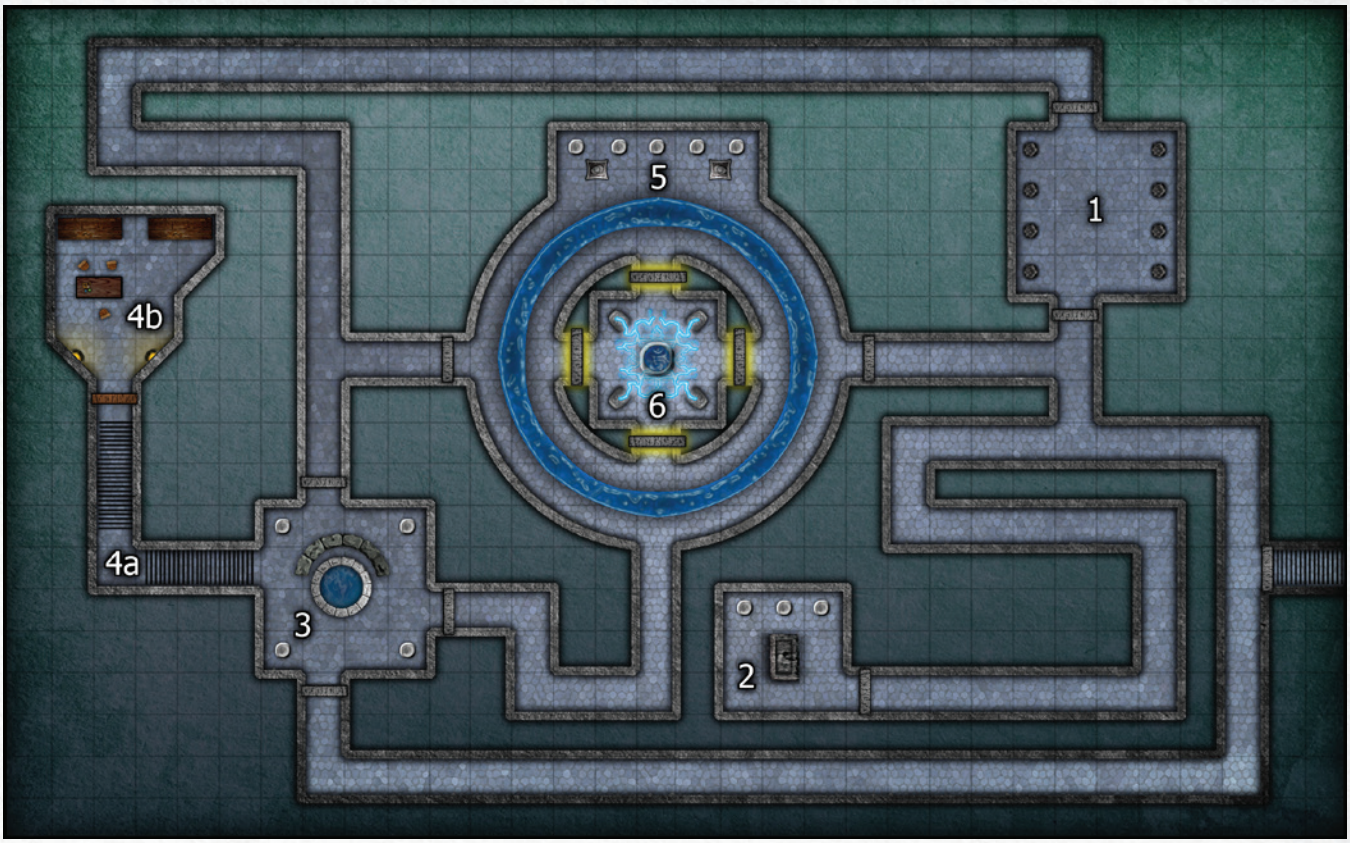
4. Bedroom

This room is mostly empty, containing only a pile of straw with blankets, a straw-and-leaf filled pillow on the bed, and a small box to hold clothes. The only item of interest in this room is a book of children's fairy tales, wrapped in cloth and hidden under the pillow. On the front page, there is an inscription: "Gavin. May these stories remind you of better times." It is signed "Laurie."

The pillow is something that the Huntsman put together to help him get to sleep at night. Among the straw and leaves are a handful of chamomile-like flowers that he found in a haunted glade. A creature that comes within one foot of the pillow or begins its turn within one foot of the pillow must succeed at a DC 15 Constitution saving throw or be poisoned for 1 hour. A character who fails the check by 5 or more is unconscious while poisoned in this way.

5. Outside

If the pitchfork trap was triggered inside, the disturbance of the falling implement causes some of the snow to dislodge from the roof. The last character to leave the cabin is subject to a small avalanche from the roof. The character must make a DC 12 Dexterity saving throw, taking 14 (4d6) bludgeoning damage on a failed save or half as much damage on a successful one. The area within 10 feet of the door becomes difficult terrain.



Hall of the Hellbound Heart

Jaye Sonia

The Hall of the Hellbound Heart is the dangerous domain of Asmætheon—an aspiring necromancer of some infamy. Secluded away and isolated from all save his servants, Asmætheon has been slowly harvesting the hearts of local tieflings, from which he has constructed a black heart, which he intends to preserve and use as his phylactery. When the adventurers finally arrive at his hall, he is away. His servants and guardians, however, are not.

The Order of the Celestial Arc sends the adventurers to stop Asmætheon from creating this phylactery. Alternately, local tieflings seeking vengeance could offer the adventurers a nice reward for ending the threat. If the group contains a tiefling, then Asmætheon sends an invitation, he expects his guardians to slay them and collect the heart (as directed) until he returns.

The dungeon is situated deep in a cave complex, with thick walls that have been carved by magic (treat as hewn stone in places where the walls separate dungeon rooms). Magical runes provide dim light— characters are at a disadvantage on all Wisdom (Perception) skill checks—throughout the dungeon, as well as a pleasant, but not overpowering cinnamon odor. The dungeon temperature is cool, but not uncomfortable. Unless an individual is carrying one of *Asmætheon's Glyphs*, the floors magically illuminate where intruders walk, silently alerting the dungeon's guardians. A successful *dispel magic* (DC 16) forces the floor to stop illuminating foes for 70 (2d6x10) minutes. A single shield guardian (285)—painted black and covered in bone armor—patrols the halls. All of the doors in this dungeon are made of alchemically treated wood with steel bands (AC 15; hit points 30).

While exploring the dungeon, the group has a random encounter every 2d4 minutes (see table). When characters trigger any of these events, allow them to make a DC 20 Wisdom (Perception) check. A character who succeeds on this check finds a single hall token—can choose to use in The Lonely Cloakroom (Room 2).

1. The Welcoming Hall

Asmætheon makes regular use of this room, both as a library, as well as his personal chambers. He keeps a small section of the north end of the room hidden

behind curtains, which he's enchanted to block out all natural light. Four mummies (283) stand guard among the matching statues. They automatically attack any adventurers who enter this room without Asmætheon at their side. Adventurers who defeat these guardians discover the following items stored around the room: a *potion of lightning resistance* and an *elemental gem (emerald)*.

2. The Lonely Cloakroom

Safely secured by a mechanical, enchanted vault door that can be opened by a successful DC 20 Dexterity check with thieves' tools to open, this is Asmætheon's cloakroom. Three magical columns on the north wall allow a guest to place a small token atop them, which immediately summons an *invisible servant* to fetch the matching garment. Each token used in here recovers 1d4 garments, each worth approximately 25 gp each. The garments are stored in an identical room below, accessed by a single shaft in the center of the room—anyone climbing down must succeed on a DC 18 Strength (Athletics) check to descend the 40 feet to the room below. The vault door guarding this door is made of alchemically hardened mithral (AC 17; hit points 90).

3. The Cooling Chamber

A massive alembic dominates this room, its copper and bronze piping carry water up from the central well and into other parts of the complex. A single shield guardian, fiercely loyal to Asmætheon, instantly attack any intruders. Any character who succeeds on a DC 18 Wisdom (Perception) check while searching the half wall just north of the well discover a *+1 ring of protection* hidden in a small, ebon box. A character who succeeds on a DC 18 Intelligence (Arcana) check while examining the cooling chamber gains advantage on future Intelligence (Arcana) checks to disable the phylactery's housing in Room 6.

4a. The Alarm

This bend in the stairs is protected by a dangerous locking pit trap (275) trap.

4b. Asmætheon's Lab

Secured behind an alchemically treated mithral door (AC 17; hit points 90), this room holds all of Asmætheon's necromantic research. It also contains the following: *On Darker Shores* (contains 5 necromancy and transmutation spells), *Dr. Asp's Simple Remedies* (contains 2 necromancy spells), and *Adrift, At Peace* (a collection of fantasy short stories worth 50 gp). His lab also functions as a full alchemist's lab. A character who collects Asmætheon's notes gains advantage on future Intelligence (Arcana) checks to disable the phylactery's housing in Room 6. Asmætheon's apprentice, Basthæra (mage; 282), guards this room.

5. Service Stairs

Five magical columns, each aligned to an element (from left to right: fire, air, spirit, earth, and water) line the north wall, alongside two sets of stairs that lead to a smaller, subterranean room (25-feet-by-10-feet) directly below. A character who succeeds on a DC 18 Intelligence (Arcana) check while examining the columns gains advantage on future Intelligence (Arcana) checks to disable the phylactery's housing in Room 6.

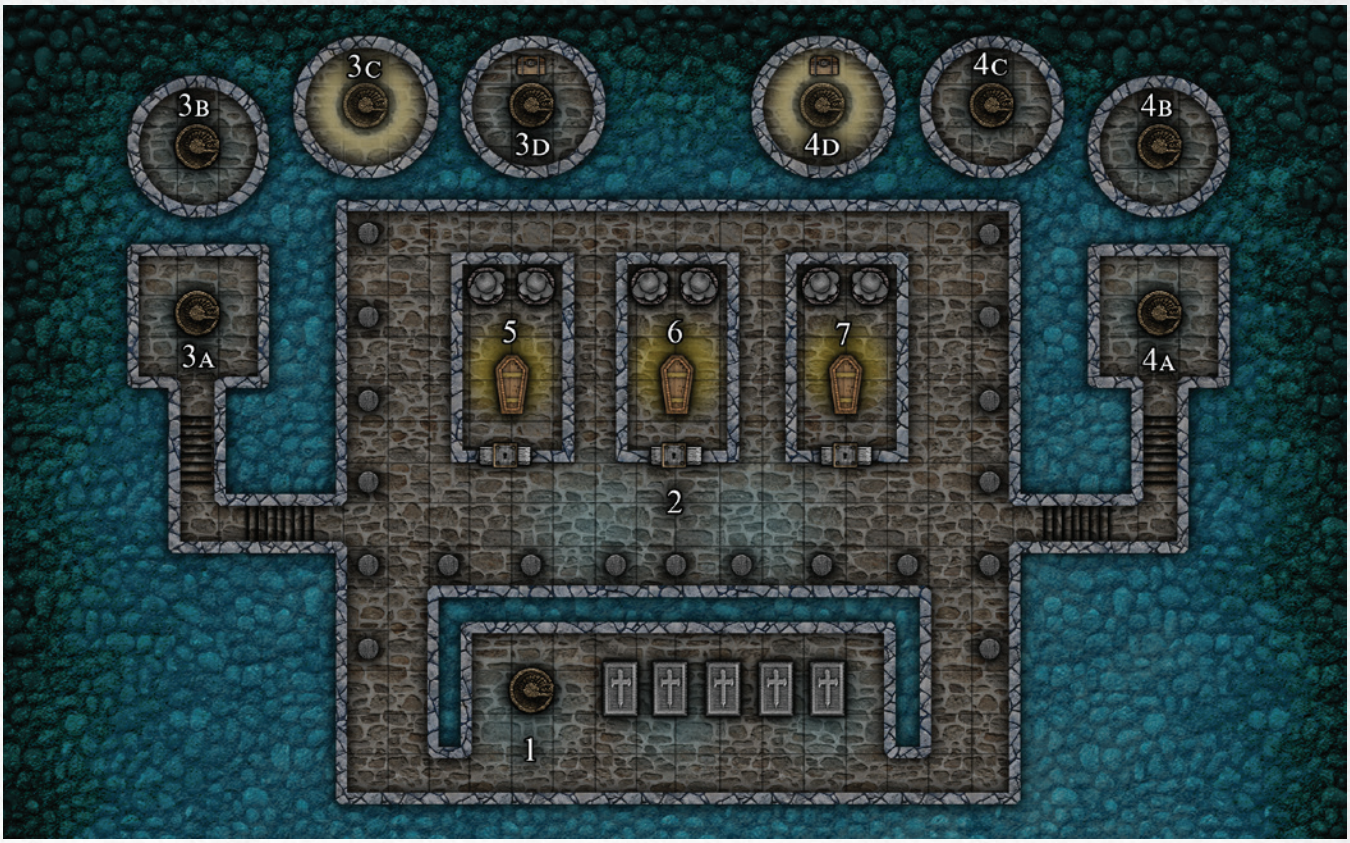
6. The Chamber of the Heart

Locked behind four, magically reinforced doors (AC 17; hit points 120), this chamber contains a large, black heart—the amalgamation of all of the tiefling hearts Asmætheon took for his experiment. Pulses of electricity keep the heart active, and several copper and brass tubes continually infuse it with a slurry of tinctures, potions, cooled water, and other strange fluids. Characters who want to remove the heart or destroy the device must succeed on a DC 23 Intelligence (Arcana) skill check. A single qwyllion (284) ensures they do not. Characters who salvage the equipment in this room gain 1400 (4d6x100) gp worth of alchemical and magical equipment. A character who succeeds on a DC 18 Wisdom (Perception) check discovers a *ring of regeneration* embedded in the equipment used to animate the heart. Once removed, the heart dissolves into a mess of black viscera in 3 (1d6) hours (*gentle repose* and similar spells will delay it). Upon removing the heart from the device the hall's remaining guardians converge on this location; all seeking to destroy the intruders and return the heart to the equipment (although only Asmætheon can do so).

1d6	Random Encounter (Once every 2d4 minutes)
1	A single candle, stuffed into an alcove, flickers and goes out.
2	A faint breeze, carrying the smell of animal musk, passes by.
3	A scratching noise is heard up ahead.
4	A drop of water hits one of the character's faces.
5	One of the magical runes illuminating the space flickers goes out, and then flares back up.
6	One of the adventurers feels something breathe on the back of their neck; when they look, nothing is there.

Thilo Graf

Jaye Sonia



Howling Halls

Jonathan Ely

The adventurers may encounter this mini-dungeon as part of a larger underground complex, or they may be employed specifically by a local power in order to clear this den of undeath.

This cold stone crypt is unlit (except in the three central chambers), and only creatures with a light source or darkvision can see into its depths; it is advisable that the adventurers keep moving—prolonged exposure to the numbing cold here will eventually lead to frostbite or hypothermia, unless the adventurers are wearing warm clothing, or have access to the appropriate magic.

An unprotected character in cold weather must make a Constitution save each hour (DC 15, +1 per previous check) or take 1d6 points of cold damage.

A character who takes any damage from cold is beset by hypothermia (treat them as gaining a level of exhaustion).

It is suggested that the complex contains 10,000 to 14,000 gp in funerary wealth, to be distributed as the GM sees fit. If the adventurers are searching for a particular item, it could well be located within Chambers 5, 6 or 7.

1. Entry Chamber

Upon reaching the bottom of the circular staircase, the adventurers can immediately see five sarcophagi; each one contains a ghast, all of whom immediately rise to attack the adventurers as soon as they enter. Whilst undead, they are not simple and will use group tactics to gain any combat advantage they can over the party.

A thick n-shaped wall limits further access into the main hall. Two simple exits are available east and west, but each is protected by a thunderous *glyph of warding* which not only stuns the target but also alerts all other occupants of this dungeon. If either trap is detonated, it also activates the mechanism to close the circular staircase through which the adventurers arrived, forcing them to travel onwards into the dungeon.

2. Main Hall

This large hall contains not only the point of entry, but three smaller locked chambers. Two exits—east and west—lead from this chamber into the general gloom. The chamber is supported by dozens of pillars, which initially hide the presence of four gibbering mouthers (280). As soon as the adventurers are visible, the aberrations begin their gibbering ability whilst attempting to close in far enough to use their blinding spittle and bite attacks. The gibbering mouthers don't cooperate but recognize that the adventurers are their common enemy and will focus solely upon them.

3A. Staircase Down

The western exit leads steadily down two staircases to a square chamber with a circular staircase, heading down into the ground. It is protected by three wight (287), who hurl themselves without fear towards the adventurers.

3B. Staircase Down

The circular staircase winds its way down to a lower floor, but this floor is currently empty, making a good place to stop to recuperate for a few moments (if necessary).

3C. Staircase Down

The circular staircase continues to wind its way down to another lower floor, protected by an invisible stalker (282). The invisible stalker recognizes the presence of another thunderous *glyph of warding*, and will try to push the adventurers into it.

3D. Staircase Down

At the bottom of the staircase is a small chest; its rotten interior contains a single key (plus healing if the GM is feeling generous). This key is marked "Fury" and opens the lock to Chamber 5.

4A. Staircase Up

The eastern exit leads steadily up two staircases to a square chamber with a circular staircase, heading upward into the roof. It is protected by three wights, who hurl themselves without fear towards the adventurers.

4B. Staircase Up

The circular staircase winds its way up to a higher floor, but this floor is currently empty, making a good place to stop to recuperate for a few moments.

4C. Staircase Up

This small circular chamber is protected by three wights, who hurl themselves without fear towards the adventurers.

4D. Staircase Up

At the top of the staircase is a circular chamber, containing a chest and a final thunderous *glyph of warding*. The staircase leads to nowhere until the mechanism within the locked chest is activated, which can only be opened with the key from Chamber 7. Once activated, the steps grind into position and the adventurers are free to leave the dungeon.

5. Chamber of Fury

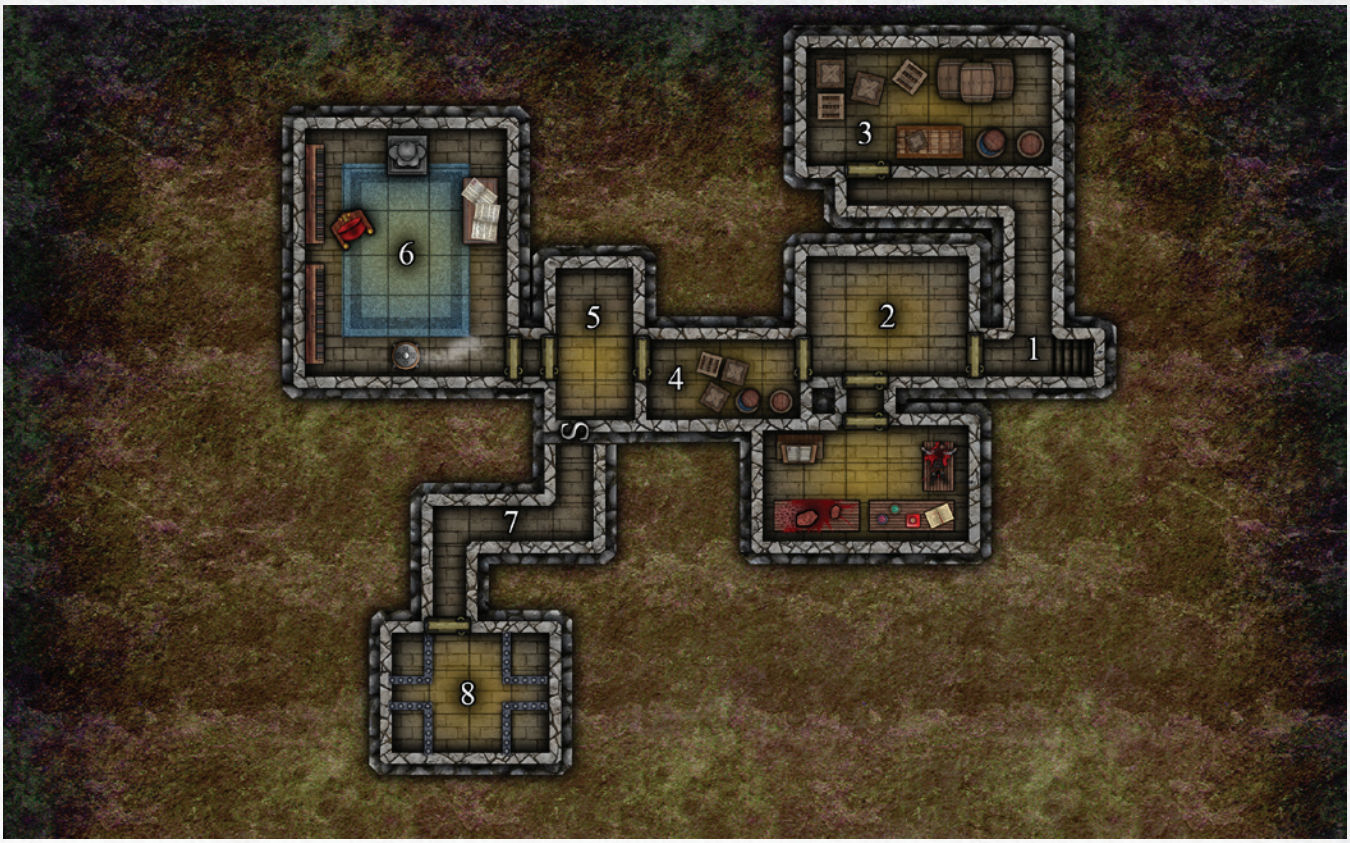
This chamber can be opened by the key retrieved from Chamber 3d, a successful use of the *knock* spell or upon a successful DC 25 Dexterity check with thieves' tools. Once unlocked, the chamber contains a pair of statues, an overhead source of magical lighting and a coffin. If a thunderous glyph has been activated, then the wraith (287) that occupies this chamber is ready and waiting. Otherwise, it takes a round to exit its coffin, before attacking the adventurers. Within the coffin is another key marked "Rage."

6. Chamber of Rage

This chamber is opened by the key retrieved from Chamber 5, a successful use of the knock spell or upon a successful DC 25 Dexterity check with thieves' tools. Once unlocked, the chamber contains a pair of statues, an overhead source of magical lighting and a coffin. If any thunder trap has been activated, then the wraith who occupies this chamber is ready and waiting. Otherwise, it takes a round to exit its coffin, before attacking the party. Within the coffin is another key marked "Ire."

7. Chamber of Ire

This chamber is opened by the key retrieved from Chamber 6, a successful use of the *knock* spell or upon a successful DC 25 Dexterity check with thieves' tools. The door is protected by a poison darts (275) trap. Once unlocked, the chamber contains a pair of statues, an overhead source of magical lighting and a coffin. If any thunder trap has been activated, then the cloaker (277)—the master of this level—who occupies this chamber is ready and waiting. Otherwise, it takes a round to exit its coffin, before attacking the adventurers. Within the coffin is another key marked "Peace."



Fleischkammer

Jonathan Ely

This well-constructed complex is hidden away under, or extremely close to, a large community, ideally one with a strong history of magic.

The adventurers are initially drawn into a mystery involving the recently deceased being spirited away from local cemeteries and the disappearance of the occasional passing stranger. Regardless of how the adventurers are drawn into the adventure, they ultimately find themselves within this underground structure.

Lighting is provided throughout the complex by *continual flame* torches, whilst all doors are strong wooden doors on heavy-duty iron hinges.

1. Entrance Hall

A long flight of steps leads down to this narrow entrance chamber, which smells strongly of chemicals. A single door faces the adventurers to their front, whilst a corridor meanders off to their right, eventually leading to the Area 3 store room.

2. Primary Guard Room

This heavy-duty door is closed and appears to be jammed. In fact, the portal is being braced by a male flesh golem (281), who is using his immense strength to stop the adventurers from progressing any deeper into the complex. If the adventurers manage to oppose the flesh golem on three separate Strength checks, or are able to shatter the door or hinges, they face the flesh golem—and its mate—who has orders to subdue the party members where possible.

3. Store Room

This large storeroom contains a considerable number of supplies; food, drink, mundane equipment as well as alchemical reagents. Two gaunt-looking female flesh golems are also present here; she initially defends the chamber by launching barrels and boxes at the adventurers, but eventually moves in to attack hand-to-hand.

4. Secondary Guard Room

Another two male flesh golems can be found here, standing initially against the far wall next to the only other door in this chamber. The largest example of any flesh golem seen so far and the first to wield any weapon, these two are well over nine feet tall and each holds a large war hammer in his hand. Simple-minded brutes, they simply seek to crush the first character who walks through the entryway.

5. Antechamber

This area is empty and free of any decorations.

6. Inner Chamber

The entrance to this room is a pair of doors; the first door must close for the second to be opened. The doors contain a nasty surprise; anyone touching the handle with bare hands receives a dose of oil of taggit poison.

Inside, the area is plushily appointed, with a deep reading chair, thick carpet, two large bookcases stuffed with books and loose sheaf papers, a brazier burning incense to offset the vile smell of the chemicals, and a large statue at the end of the room.

The sole occupant of this room is Hakkar "Soulflayer" Wolkennen, a powerful human mage (282) obsessed with reanimating dead flesh and bending it to his will. Egotistical and arrogant, but also highly academic, Hakkar is happiest manipulating his creations or studying to improve them. He is also the source of all the disappearances and body thefts within the local community. However, as soon as he is aware that intruders have entered his personal retreat, his outrage is absolute, and he seeks to destroy the party to preserve his secret lair.

7. Secret Corridor

The winding corridor occupied by two flesh golems, whose slender female forms grip a long spear ready to impale any characters who enter this corridor.



8. Prison Chamber

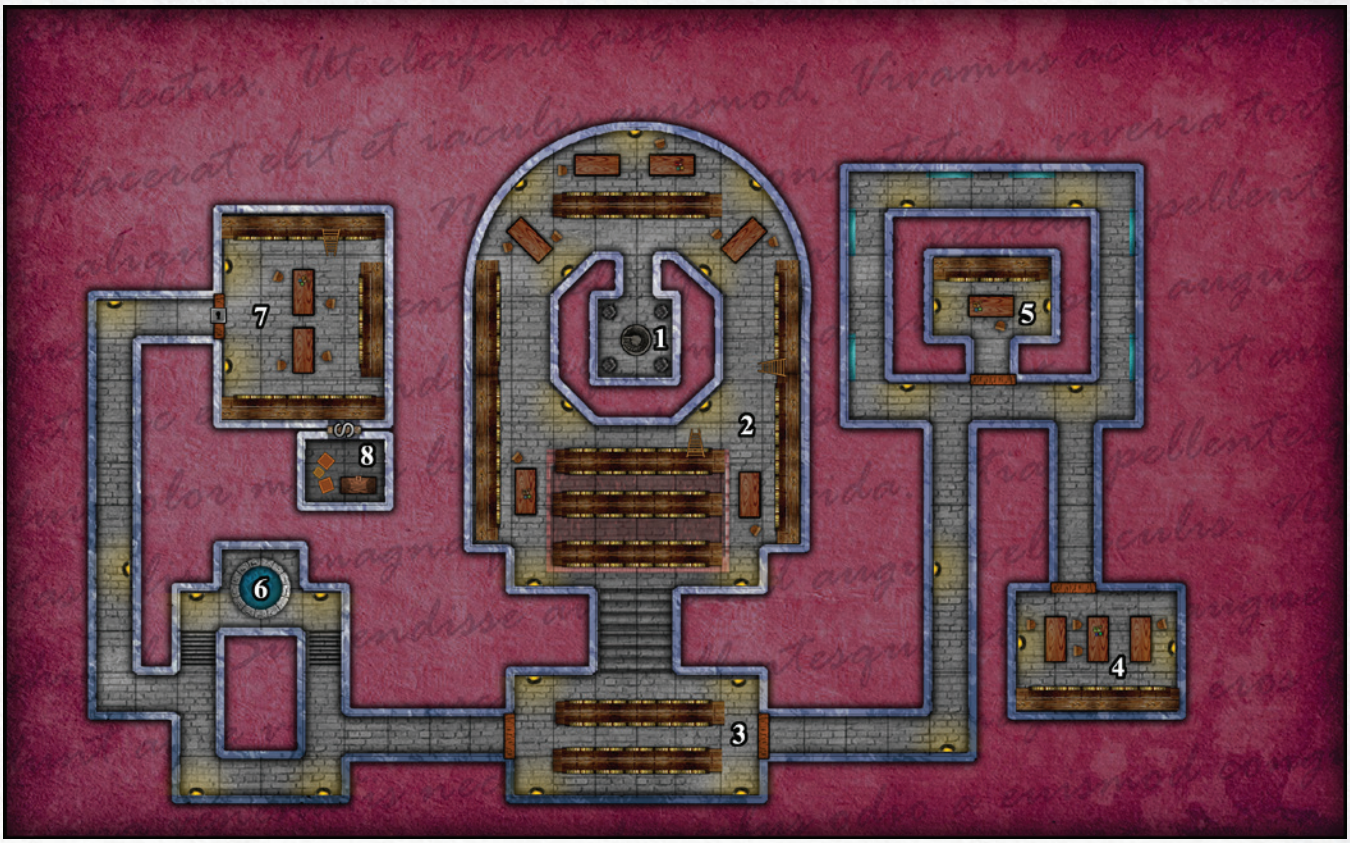
Within this stinking chamber are four cages formed of stout, inch-thick iron bars that run from floor to ceiling. At the GMs discretion, 1d4 wretches are locked in this chamber to await a fate worse than death at the hands of Hakkar. Each cage is locked with a high-quality lock that requires a successful DC 20 Dexterity check with thieves' tools to open, and the GM can award discretionary XP for the prisoners' safe release.

9. Workshop

The entrance to this room is a pair of doors; the first door must close for the second to be opened. The intervening space—if not deactivated by a well-concealed mechanism above the doors requiring a successful DC 20 Intelligence (Investigation) to locate—is trapped with a pressure pad that requires a successful DC 15 Wisdom (Perception) to spot. This instantly closes both doors and releases essence of ether poison from a number of hidden reservoirs into the 5-foot-by-5-foot space whilst a loud "gong" sound can be heard deeper within the complex.

Activation of this trap guarantees the flesh golems from other areas come to investigate, except for the two located in the secret corridor (Area 7) who has specific orders to guard the corridor.

If successfully entered, the chamber beyond is the source of the complex's alchemical stench. This room has a number of large work benches filled with weird liquids, preservatives and body parts. On one bench lies the partially completed body of a golem, stitched and perfectly still, surrounded by notebooks and other magical paraphernalia. In total, there are tomes, items and ingredients worth approximately 1000 gp to the right buyer.



The Great Library

Jonathan Ely

Kazzak the Impure, a young spirit naga (285), has recently been banished from the intrigues and horrors of his mother's nest. Like the rest of his foul reptilian race, Kazzak is paranoid, covetous and domineering. However, unlike the rest of his nest, a vile contamination within Kazzak's bloodline has recently surfaced; Kazzak is struggling with the earliest stages of his burgeoning sorcerous powers and is naturally drawn to the dark powers of necromancy. However, his skills are weak and untried; the spirit naga has not yet developed sufficiently to gain any levels in sorcerer.

However, fortune has favored Kazzak. Having easily dominated or bound a small number of followers to his side, his group have helped him locate and enter an ancient library deep beneath a set of scorched ruins. He has successfully defended his new home against a number of treasure hunters and interlopers, whilst steadily reading the many tomes and librams that surround him.

1. Main Entrance

A circular staircase, burnt and caked in soot from an ancient conflagration, is the sole means of entry into this deep complex. It leads into a small chamber, which leads into Area 2.

2. The Loreroom of the Apprentices

This long, wide chamber is filled with bookcases and tables, whilst lit from large globes inset into the walls, which visibly brighten and dim as the character pass them. At 20 feet high, the ceiling of the room is gloomy and difficult to see but is actually beautifully carved. Two pairs of gargoyles (280) defend this room; if one pair is engaged, the second pair will immediately retreat to warn Kazzak, before returning to this chamber to engage the adventurers.

There is evidence that someone has been studying here; papers are left in piles, books read, and notes have been written. If a *detect magic* spell is used, a number of residual auras are noted, but it can be used to locate several 1st and 2nd level spells (GM's discretion).

3. The Loreroom of the Journeymen

A large set of stairs lead down into a smaller chamber; much like the last, it contains bookcases and tables. At the bottom of the stairs, a single feral-looking goblin stands naked and unarmed, watching the adventurers intently. A cloaker (277) guards this chamber, disguised as a black drape partially covering one bookshelf (and likely to draw the adventurers' attention for an ambush).

This area is obviously a room of higher learning than the last chamber; if a *detect magic* spell is used, a number of residual auras are noted, but it can be used to locate several 3rd and 4th level spells (GM's discretion).

4. The Loreroom of the Masters

A small but comfortably appointed chamber with several small desk and bookcases, this chamber is protected by an invisible stalker (282) bound by a long-dead previous occupant. Aligned to neither the adventurers nor Kazzak, he seeks the right moment to attack anyone entering the chamber, as per the magical instructions that bind him to the Material Plane. However, if the right loophole is exploited to allow him to escape his duties, he may prove to be a useful ally and provide much information on the Great Library.

This area is obviously a room of higher learning than the last chamber; if a *detect magic* spell is used, a number of residual auras are noted, but it can be used to locate a small number of 5th and 6th level spells (GM's discretion).

5. The Loreroom of the Grandmaster

A small chamber with a fine desk at the center, this room is obviously a study for wizard of significant power. However, it is also the home of a monolith champion (283), a gift to a previous Grandmaster from the shadow fey.

This area is obviously a room of higher learning than the last chamber; if a *detect magic* spell is used, a number of residual auras are noted, but it can be used to locate one or two 7th and 8th level spells (GM's discretion).

6. The Pool of Restful Contemplation

A favorite area for Kazzak, this warm pool provides 1d10 points of healing per individual per hour of immersion in it.

7. The Storeroom of Forbidden Lore

This chamber is locked but requires no key; access is through a keypad (the combination has already been cracked by Kazzak); a successful DC 20 Dexterity check with thieves' tools will bypass the lock or a successful DC 20 Intelligence check will deduce the combination within 1d3 minutes.

The contents of this chamber were collected over many years but deemed heretical or dangerous: incomplete scrolls, damaged minor magic items and books of defective magical theories too flawed to be read by the unqualified. Whilst most items here are mostly worthless, at the GM's discretion there can be up to 1d3 cursed items hidden within this chamber. A sliding door to Area 8 may be discerned with a successful DC 20 Wisdom (Perception) check.

8. Kazzak's Chamber

This hidden chamber is where Kazzak will attempt to retreat to, if all goes against him. A well-hidden sliding door in Area 7 hides a small chamber where Kazzak has hidden a number of essential supplies to ensure his survival; several curative potions, portable wealth and a magical means of escape (e.g. a *scroll of teleport*) are readily available to ensure Kazzak's swift escape. If he escapes, Kazzak will not forget this slight, and will seek revenge on the adventurers at the earliest opportunity.





Death Translates Us Into What it Wills

Thilo Graf

No mortal remembers whether Gholaad was a deity, a primordial titan, or something else, but it is said that the being was slain with a dagger made of pure void, which erased Gholaad and disappeared as it struck home. A primordial sludge suffused the being, transforming it into a winding cavern. Today, perfectly smooth walls and floors are reminders of this unnatural origin; only the living dead and the desperate seek the emptiness that was Gholaad, hoping to be translated from their current state into another.

Supernaturally Smooth: The walls are so smooth, they impose disadvantage on Strength (Athletics) checks made to climb them. The floors count as difficult terrain, and a creature who attempts to use the Dash, Disengage or Dodge action must succeed on a DC 8 Dexterity saving throw or fall prone.

Undead Nexus: The undead regains 10 hit points at the start of its turn, minus the amount of radiant damage it has taken last round. The undead is only destroyed if it starts its turn with 0 hit points and doesn't regenerate. If it is destroyed, roll 1d6 every round. On a 6, it rematerializes where it was destroyed and regains all hit points.

1. Entrance

Dim light falls onto a strange transitional area, where regular cave floors give way to eerily smooth surfaces.

2. The Serpent's Tongue

Trespassers report a sense of being coated in sticky moisture, and the latent taste of iron hangs in the air. Hastily scratched runes on the walls read: "My skin turned to ash and old, dusty air." Speaking these words aloud summons Whu-minh, an indifferent, lawful neutral venemous mummy (286) (without the damage vulnerability to fire), clad in royal finery, her body coalescing from dust. She warns mortals to leave. If a character presents an undead or claims the desire to be "translated," Whu-minh provides the party safe passage and instructs them to offer the undead first to the teeth and then to the mind. Otherwise, the venomous mummy becomes hostile. If the adventurers pass through this cave without uttering the sentence, Whu-minh manifests 2 (1d4) minutes later.

3. The Jaws of Nothingness

The niches in the north of this room are irregular, the voids left by the vanishing of Gholaad's teeth. Dried blood coats their edges and rivulets of sticky liquid drip from the ceiling, only to disappear in slimy crevices. Saying the word "sacrifice" or "offering" in any language aloud tilts the gravity of this room by 90-degrees for 3 (1d6) rounds, causing creatures within to fall toward the niches. Finally, the insides of the niches become a maelstrom of flesh and teeth for the duration: a creature falling into the teeth must succeed on a DC 18 Dexterity saving throw or take 18 (5d6) slashing damage in addition to falling damage, and a character who wishes to climb out of the churning pit must succeed on a DC 13 Strength (Athletics) check.

Anyone that takes damage from the teeth gains the Mark of Gholaad (see below). Undead creatures consumed by the jaws cannot regenerate or rejuvenate, but their mauled bodies or essences (in the case of incorporeal undead) remain within the teeth. If an undead is destroyed by the teeth, this activates the vortex in Area 7 for 24 hours.

4. The Left Cheek

The echo of a loud impact reverberates eternally through this room, making the ground shake in a continuous localized earthquake. A creature that walks at more than half speed must succeed on a DC 13 Dexterity (Acrobatics) check or fall prone. Ghouls and other hungry undead are soothed by the vibration. There are 2 (1d4) lawful neutral darakhul (278) pilgrims and one imperial ghoul (282) resting here in a soothing trance. They take no notice of the adventurers unless attacked.

5. The Right Cheek

This cheek of Gholaad's skull was turned away from the sun as it fell. A small shrine has been erected here, grisly offerings speaking of the tributes left by the living dead. The illumination provided by any light source in this room decreases by one step. One or more 2 (1d4) neutral wraiths (287) meditate in the soothing darkness. They take no notice of the adventurers unless attacked.

6. The Mind's Tendrils

The walls of this part of the cavern are carved with mad scribbles in a wide variety of languages, all of which read "Death translates us into what it wills." Reading the sentence aloud generates a *mass suggestion* (DC 18 Wisdom saving throw) to touch the sphere in Area 7. Unless the adventurers have seen what touching the sphere does, this is not an obviously harmful effect.

7. The Consuming Dream

Carved trails in the floor, walls, and ceiling lead to the exact center between the eyes of Gholaad. A floating pinprick sphere of pure-black negative energy swallows all light like a miniature black hole, denoting the place where Gholaad's skull was pierced by the weapon that felled it. Touching this sphere instantly destroys living matter (treat as though the target failed a save against *disintegrate*). Creatures killed thus are "translated" into a free-willed undead version of themselves that manifests in Area 6. If the jaws have been fed, a powerful vortex (range denoted by the blue area on the map) draws anything that enters the area towards a portal in its center. All creatures in the area must succeed on a DC 23 Strength saving throw to avoid being sucked 5 feet towards the portal within the vortex. A successful DC 18 Intelligence (Arcana) check determines that the portal leads to Gholaad's mind, a major negative-dominant demiplane. The Mark of Gholaad protects characters from the plane's effects while it persists. Those that emerge from this nightmarish labyrinth are reputedly restored to life from undeath.

8. The Weapon's Negative

This is where the divine blade that ended Gholaad fell. Its southern end, the tip, can actually be "broken off" and carried. The final 5-foot square of the cave holds a spatial anomaly, detectable with a successful DC 13 Wisdom (Perception) check and identifiable with a successful DC 13 Intelligence (Arcana) check, that can be carried with two hands. This immediately alerts all undead in Gholaad and renders them hostile.

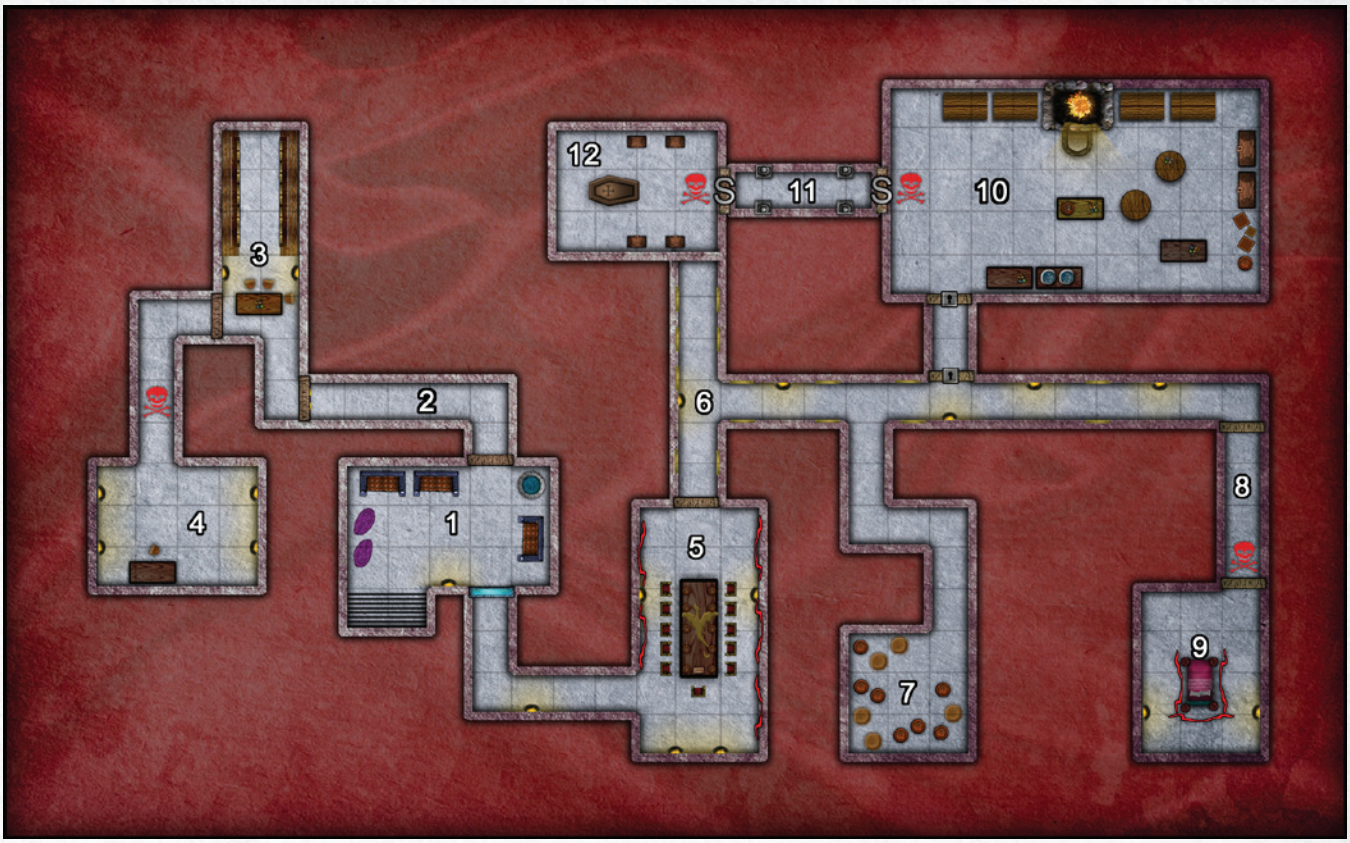
The anomaly is weightless, but cumbersome and needs two hands to carry, reducing the speed of the carrying character to 10 feet. If a character holding the anomaly is disarmed, falls prone, or takes damage, he must succeed his choice of either a Strength or Dexterity saving throw against the damage incurred or drop the anomaly, which instantly vanishes and rematerializes at the southern end of this room. Putting the anomaly into Area 7's open portal both ends the anomaly and seals the portal once and for all. This also ends the supernaturally smooth environmental effect in Rooms 3–7 and the undead nexus property of the complex.

9. The Tentacle That Wields

The power of life suffuses this tunnel, and fungi, molds and plants cover every surface. Undead do not willingly enter this tunnel. Undead that do enter this tunnel take 21 (6d6) radiant damage on the start of their round, half on a successful DC 23 Wisdom saving throw. It is said that sprawling, cancerous, organic caverns lie beyond…

The Mark of Gholaad

The Mark of Gholaad makes the character look and behave like an undead creature for 24 hours. The character automatically passes as undead. The character also gains immunity to necrotic damage and vulnerability to radiant damage.



Pleasure Den

Rachel Ventura

1. Foyer

Mahogany wood stairs descend into a candlelit room. Three velvet couches are along the walls and tasseled pillows are scattered throughout the room. The smell of incense fills your nostrils. In the corner of the room is a small fountain creating a peaceful and relaxing water sound. The northern wooden door is closed while the southern door is made of a tinted glass and is partially open. Two strikingly beautiful veiled women welcomes you to the house of pleasure. They ask each of you to remove your footwear and relax.

If the adventurers comply, the two vampire spawn (286) reward the party with foot massages and *potions of healing*. If adventurers refuse, they become angry at the blatant disregard for their hospitality and attack.

2. Hall

At the end of the narrow hall is another wooden door with two golden rings, about the size of wristbands or bracelets, hanging from hooks.

If the rings are removed the efreeti (276) from Room 3 materializes and attacks without warning.

3. Library

The high wooden ceilings are carved with grape vines. The mahogany is well-oiled and has clearly been maintained with great care. Along the walls are bookcases that reach up to the ornate ceiling, filled with leatherbound books of all shapes and sizes. Two oil lamps sit on a long wooden table surrounded with several wooden chairs.

If either of the lamps are rubbed, an efreeti appears and offers each character one *wish*. If the wishes are within reason to the GM they are granted. If outrageous or not within the capability of the genie, he becomes enraged and scolds the party before attacking.

4. Den

A short hall opens into a slightly messy well lit room. Against the south wall is an oaken roll top desk that is closed and locked. Inside is a scroll and spell book.

The spell book is trapped with a *glyph of warding (cloudkill)*.

5. Parlor

The walls are a well-oiled dark mahogany wood, adorned with red and gold tapestries. A long wooden table sits in the middle of the room with twelve armchairs surrounding it. The tabletop has an inlay of a dragon made from rosewood, oak, pine, and cedar. Wine glasses and small plates are set at each seat and a lit candelabras sits atop the table. A beautiful woman sitting at the end of the table motions for you to partake from the box of cigars and the bottle of wine in front of her.

If the characters accept she spends some time flirting and talking. A successful DC 20 Charisma (Persuasion) check will convince her to produce a key to the hall of the kitchen. If the offer is refused she commands the invisible stalker (282) to attack.

6. Hall

Despite the hall being well lit by candles lining both walls something seems to make your neck hairs stand on end. A beautiful elven woman stands in front of the door at the end of the hall. She turns to look at you and you catch her fiery gaze. Her eyes are intense with beauty and anger. As she turns back toward the door she seems to grow translucent.

If the characters speak with her she tells of a tale of love and loss. She will allow passage if adventurers listen and show sympathy or succeed on DC Charisma (Persuasion) check. If not, she reveals herself as a spirit naga (285) and attacks.

7. Cellar

This small room houses several barrels and crates. Opening the crates reveals spoiled food and turned wine. Only the ale seems to have held its quality.

One barrel is filled with a swarm of poisonous snakes (286) that attacks. Inside the barrel is the inner hall kitchen key.

8. Hall

This short hall is very dark with many spider webs adorning the corners. At the end is a closed door that does not appear to have been opened in quite a while.



A hidden, locking spiked pit trap (20 feet deep) is in front of the door.

9. Bedroom

In the center of the room is a four post bed with sheer, silk curtains hanging down. A gorgeous, voluptuous woman sits on top of the red silk sheets. She pats a spot next to her, beckoning the party to join her.

If anyone engages in activities with the succubus (285) she will captivate them...and then attack. If the party refuses, the succubus immediately attacks. A chest beneath the bed contains 1000 gp, an emerald, and ivory handled dagger.

10. Kitchen

This kitchen is warm and smells delicious. An oven on the north wall is ablaze. A row of sinks lines the southern wall. Several crates and shelves fill the eastern wall. There are tables with cutting boards and knives everywhere. An apple pie sits on the edge of one of the tables.

Eating the pie or succeeding on a DC 20 Wisdom (Perception) check or DC 18 Intelligence (Investigation) check reveals the secret door on the west wall. Triggering the *glyph of warding (fireball)* trap front of the secret door releases the fire elemental (280) in the oven, as does opening the oven.

11. Hall

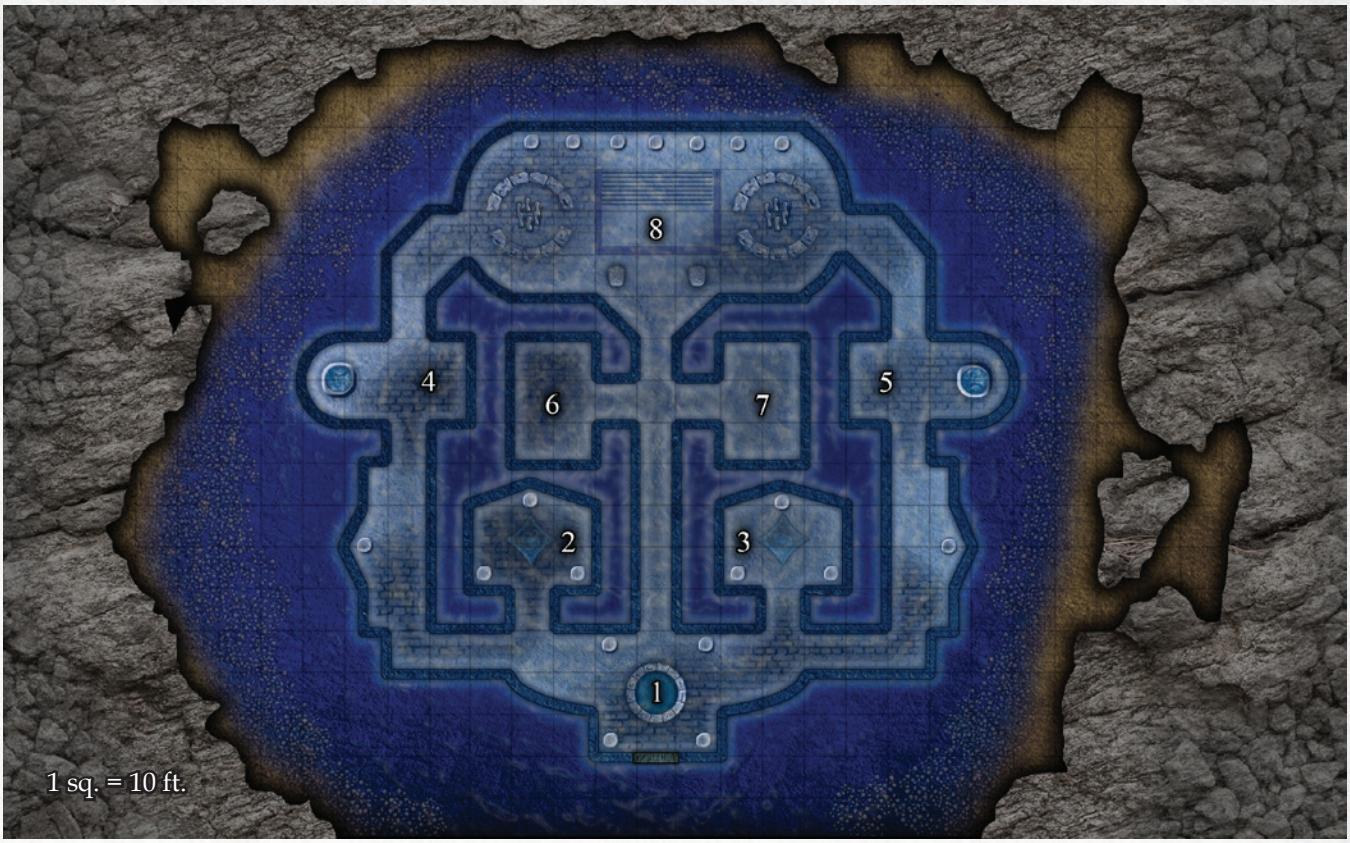
A few realistic statues adorn the hallway. A woman with a veil stands in the middle of the hall. She seems distracted; however, her veil appears to be moving on its own.

She is a medusa (282). A secret door, which can be found with a successful DC 20 Wisdom (Perception) check or DC 18 Intelligence (Investigation) check is at the end of the hallway.

12. Secret Room

An open coffin is in the middle of this small room, and several treasure chests line the walls.

A hidden, spiked locking pit (275) is just inside the secret door. The coffin contains an evil guardian naga (281). The chests along the north and south walls contain various gems and gold totaling 2500 gp.



Uneasy Rests the Crown'd Head

Stephen Yeardley

A sinkhole, cut with climb-holds, descends a cramped cavern's south wall, slick with more than just water. A 3-foot-wide path encircles a black, light-absorbing lake. Twenty feet north of the path, a stone circle containing a clear membrane floats on the lake. A path leaves the cavern through the north wall where water drips from a crack in the ceiling. The lake houses an aboleth sanctuary, the start of a new city.

Entering the membrane forms a clear, heavier-than water air-skin around the character. The air lasts for one hour before the character begins to suffocate, though the membrane becomes more difficult to see through as time passes (see table). The membranes don't rupture, can only be removed from the inside, and lose transparency as the air becomes foul (see the Membrane Visibility table).

When an aquatic creature crosses the membrane from the complex, a water-filled skin forms around it so it can breathe as normal.

Because the ceilings are 20 feet high, the twin aboleths (276) use the 3-D combat to their advantage by attacking from above whenever possible. They have an abnormal, uneasy fraternal alliance so they are able to fight together. Surrounding every pillar in a 5-foot radius is a variety of hazardous kelp. The kelp avoids creatures bearing aboleth slime, but any other Medium or smaller creature that comes within its grasp is grappled (escape DC 13). Each batch of kelp has AC 13 and 18 (4d8) hit points.

The aboleths fill the sanctuary with illusions: they use *project image* to spy on every room; they use *seeming* to make creatures look the opposite of what they are or to disguise vulnerabilities; they cast *programmed illusion* in every corridor to show powerful, foul beasts (e.g. giant sharks, giant squid, juvenile black dragons), and they use *mirage arcane* to make travel seemingly difficult or impossible throughout.

GM Note: The illusions should be moved around every few rounds to where you want them. Non-illusory features are shown on the map.

1. Sinkwell

A sinkwell goes directly to the Plane of Water. However, anyone in an airskin attempting entry encounters a pair of water elementals (286).

2. West Nursery

This nursery pool's managed by an enslaved coven of sea hag (284) coated in aboleth slime. They fight to the death. The pool contains six aboleth hatchlings (octopi; 283).

3. East Nursery

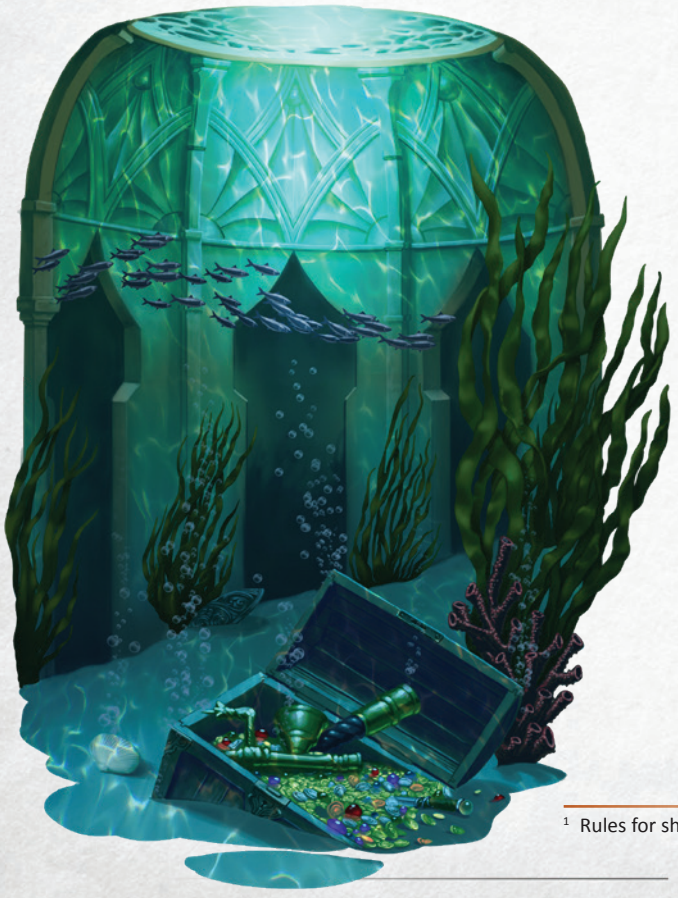
This nursery pool is overseen by an enslaved, aquatic variety of treant, the coralant (277), who will join a non-evil party for 10 minutes if freed before leaving to tend its coral. Otherwise, it fights until close to defeat, before fleeing to the aboleths and warning them. The pool contains six aboleth hatchlings (octopi; 283).

4. West Offering Pool

This sinister offering pool contains a pair of wraiths (287) who frightens pilgrims into giving more.

5. East Offering Pool

This pool's offerings pay an enslaved hydra (281), now the aboleths' enforcer.



Membrane Visibility

Minutes Remaining	Vision Range %
60-51	100
50-41	80
40-31	60
30-21	40
20-3	20
< 3	0

6 & 7. The Crossroads

The crossroads along this corridor house a scalding cylinder trap (fire-breathing statue; 275) that slime-coated creatures do not trigger. The trap manifests as a cylinder of boiling water.

6. Merrow Home

This is home for four merrow (282) that use a film of slime to compensate for the non-saline water. They're free-willed rather than bound to the aboleths, and have additional treasure to prove it (random/GM's choice).

7. Feeding Pool

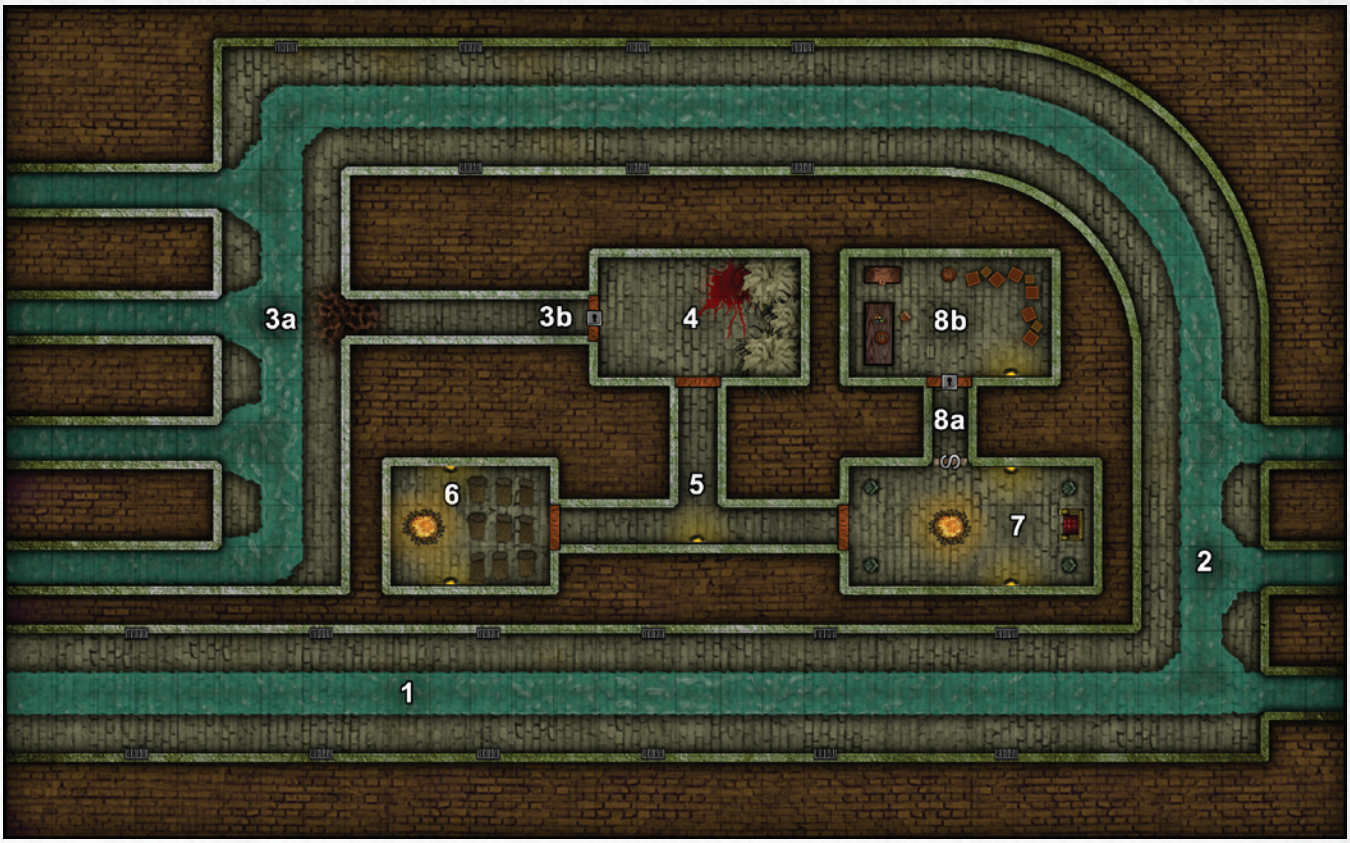
This area holds all the non-aboleths need to survive, and a cell against the north wall. The cell holds a merfolk (282) woman and several of her children. She will provide a small treasure in pearls to anyone who frees her.

8. Coral Chamber

This space houses the two aboleths who rule this place. One wears a *headband of intellect* around the base of one of its tentacles. Each morning, the aboleths debate aspects of their nature; the winner wears the headband that day. The headband only works on aberrations; non-aberrations who wear the item have their Intelligence reduced to 5 but believe the item has had its normal effect. The two pools are full of slime and hold each aboleth's treasure (random/GM's choice). The steps descend into a pool of "heavy water." A creature with no Swim speed who steps into any of the three 10-ft.-sq. spaces has maddening visions of the aboleths' home world and must succeed on a DC 16 Charisma saving throw or suffer from madness. Roll 1d100; on a result of 1-50 the creature must roll on the Short-Term Madness Table; on a result of 51-80 they must roll on the Long-Term Madness Table, and on a roll of 81-100 they must roll on the Indefinite Madness Table.[1]

GM Note: This is a deadly encounter for any party less than six 8th-level characters. Feel free to reduce the number of aboleths here to one, or to reveal one of the aboleths to be an illusion if it looks likely that the party is completely overmatched.

[1] Rules for short-term and long-term madness are located in Chapter 8 of the *DMG*.



What the Dickens

Richard Develyn

In an incredible piece of opportunistic pilfering, an exotic noblewoman (rakshasa; 284) was "relieved" of a valuable necklace (actually a *ring of djinni summoning*) by a young pick-pocket called Dodger commoner (277).

When the authorities told the noble "lady" and her "brother" (rakshasa) that they would not be able to recover their stolen necklace the two rakshasas decided to take matters into their own hands by adopting new disguises and then using them to set up a mini thieves' guild in the sewers, one that specializes in helping young pick-pockets with their career aspirations.

The female rakshasa, the marai, now disguising herself as "Nancy", acts like a bawdy cockney gal who enjoys a good drink and a sing-song while she gathers young strays around her with a kind word and a meat pie (since most of them are starving). When she finds likely pick-pockets she sends them down for mentoring and protection to her brother Fagin, who, being the "common" rakshasa now disguised as an elderly twisted rogue, looks after his "little wascals" until space in the hideout gets a bit tight and he is forced to send one off for "special training" (otyugh; 283; see Area 4).

It's all a bit below the rakshasas' dignity and the raktavarna would laugh its head off if it ever found out what was happening but in the end it's the best that they could come up with and when all is said and done they are gradually working their way through the city's young pick-pocket population.

In the meantime the raktavarna, realizing its precarious position, has chosen not to reveal itself to Dodger while it waits for a possible rescue, using instead its *suggestion* and *charm person* spells on him while he sleeps in order to prevent itself from being fenced.

The adventure starts with the adventurers answering a call to "stop thief" from a distraught middle-aged woman (Nancy) standing in the middle of the street next to an open manhole. As she explains in indignation some nasty little urchin snatched her necklace from her neck and disappeared into the sewers before she could react.

Almost in tears, she says, "it's all I've got in the world!" which is convincing to anyone failing a DC 20 Wisdom (Insight) check.

What actually happened is that Nancy found and recognized Dodger, immediately changed into her normal shape in order to attack him and Dodger, who doesn't like snakes at the best of times and a marai is adorned with six, panicked and ran down the sewers.

Nancy has now thankfully changed into her slightly more acceptable "Nancy" form.

The adventurers will catch up with Dodger at Area 2.

1. The Middle Channel

The level of water in the middle channel is 3 feet deep and moderately fast flowing. Occasional effluvia empties from the grates to the sides but all in all it's a clean and efficient system.

2. Channel Runoffs

Dodger will be found cowering at the end of a long waterlogged corridor from the west. As soon as the adventurers reach him he will want to explain about the horror that Nancy turned into whereas Nancy, having followed the adventurers in a soggy bustle of skirts, petticoats and blouses (but now ready for combat, *jump* and *mage armor* already cast) will be crying out such things as: "oh, my lawd – such wickedness in one so young!".

When Nancy sees Dodger she will call out to the raktavarna to attack him at the same time that she attacks the adventurers herself.

If Dodger survives the encounter he will plead with the adventurers that they rescue his fellows from Nancy's brother, more than likely a similar monster. Otherwise directions to the hideout can be found in his pocket.



3a. Channel Overflow

The scorched ground here serves as a marker for the hideout's entrance to anyone "in the know".

3b. Entry

The door is currently locked (DC 24 Dexterity check with thieves' tools) and only Fagin has the key. The door is unlocked for an hour at sunrise and sundown to allow for a change of pick-pocket shifts.

4. The Mush Room

The floor of this chamber has collapsed into a flooded sublevel, and is now a muck-filled pool with a depth of five feet. Two otyugh (283) live here, currently too fat to fit through either exit due to being well fed by the rakshasas. They are content, carrying on murmured conversations with one another, but they will attack anyone entering the room since that is what the rakshasas have asked them to do.

5. Warming Hall

This corridor is lit every 15 feet by torches in wall sconces. The noise of rambunctious shenanigans can be heard from a door to the west.

6. Dormitory

This dormitory provides sleeping quarters for one assassin (276) and three travelling spies (285), all present when the adventurers arrive. They will all make some effort to defend their host's home, but they will flee from the rakshasas should they ever see them in their natural form.

7. Training Hall

Fagin spends most of his time here "training" pick-pockets by dancing around them with silk handkerchiefs stuffed in his pockets. Currently the rakshasa is lounging here alone. If he knows the adventurers are coming, he will be invisible and waiting to cast *dominate person* at the most competent-looking warrior among them.

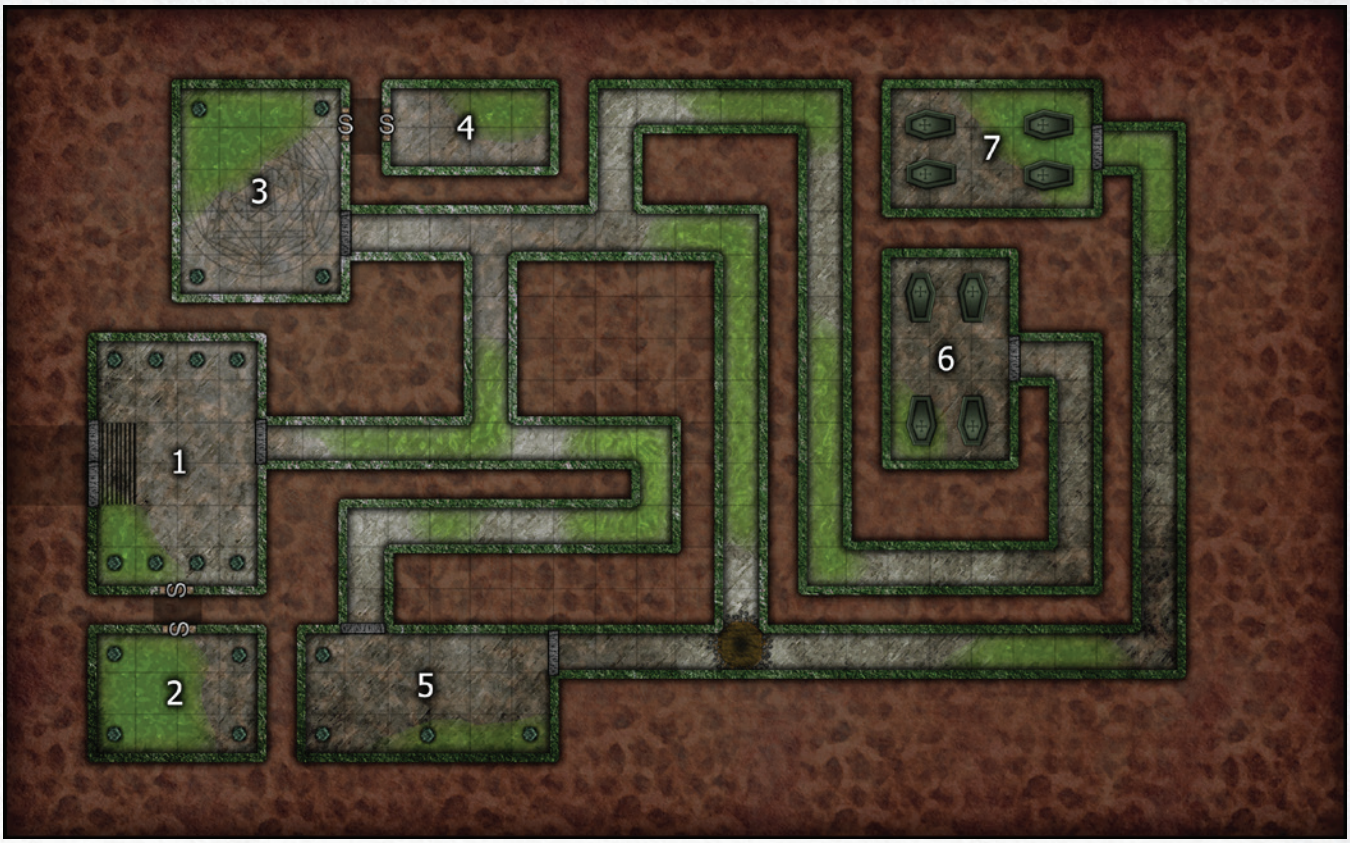
The secret door to the north requires a DC 20 Intelligence (Investigation) check to locate.

8a. Hall

A successful DC 24 Dexterity check with thieves tools will open the locked door. Fagin has the key.

8b. Storage

Numerous travelling packing boxes hold the rakshasa's mundane possessions here (worth 760 GP). The desk and chair have nothing of value but the locked chest (DC 40, Fagin has the key) has 3,400 CP, 5,600 SP, 1,375 GP and 138 PP in separate bags, plus a *figurine of wondrous power (silver raven)*—used to communicate with Nancy—and a *bag of devouring* used on the more annoying would-be guild members.



Lair of the Clockwork Mage

Dan Dillon

In a lost tomb beneath the capital city, the last resting place of ancient kings and queens is defiled. A wizard with a heart of crystal and iron resolve seeks the secret of the kingdom's might. This knowledge lies safely in death with the land's past rulers, but it is only a matter of time before their will yields and their souls give up the keys to the kingdom.

Construction: The tomb is underground, constructed from expertly worked stone. Hallway ceilings are 10-feet high, rising to 15-feet high in chambers.

Doors: The doors of the tomb are stone slabs with pin hinges nested in their tops and bottoms. The doors have AC 17, 25 hit points and are immune to psychic and poison damage, and can be broken with a successful DC 20 Strength (Athletics) check.

Illumination: Unless otherwise noted in a room description, the tomb is dark.

Hallways: The hallways of the tomb bear strange clockwork machines of dubious purposes, running along the walls near the ceiling.

Secret Doors: Secret doors in the tomb require a successful DC 18 Wisdom (Perception) or Intelligence (Investigation) check to discover.

Sounds: The tomb contains creatures and machines constructed from intricate clockwork, and their sounds echo throughout the hallways. To the adventurers, these sounds are distracting and alien. To the denizens of the tomb, the sounds create a sense of order and harmony. Characters have disadvantage on Wisdom (Perception) checks that rely on hearing within the tomb.

1. Entrance Hall (Medium)

The outer doors to the tomb require a successful DC 17 Dexterity check with thieves' tools to open without the key.

The outer doors feature an explosive *glyph of warding* (save DC 16). The glyph, keyed to Zarloch and his minions, detonates when the door opens.

Thick scaffolds of clattering clockwork surround the columns in the room. Each of the two scaffolds closest to the door holds clockwork huntsman (277). When creatures descend the stairs without speaking the name of Zarloch, the constructs unfold from the columns and attack. The huntsmen hiding in the columns have advantage on their Dexterity (Stealth) checks.

A secret door in the south wall leads to Area 2.

2. Offering Chamber

This chamber holds the wealth interred with the rulers of old. Zarloch hasn't located it, so it remains undisturbed.

Treasure: 1000 cp; 5000 sp; 1900 gp; 130 pp. A gold and electrum birdcage (250 gp), a bronze crown set with agates (300 gp), a tapestry depicting a king and queen (200 gp), and a platinum amulet bearing the kingdom's crest (500 gp), and the personal seal of King Eodrus (up to 1,000 pp to the right buyer).

3. Defiled Chapel

Zarloch recently defiled this chapel and used it to corrupt and infuse the soul of an ancient king into a constructed body (Area 7). The unholy magic still infuses the circle. Any creature crossing the circle's boundary must succeed on a DC 12 Wisdom saving throw or be cursed. Choose an effect of the *bestow curse* spell, which lasts until removed. Whether a creature succeeds or fails on the saving throw, it is immune to the circle's effects for 24 hours afterward. A secret door in the east wall leads to Area 4.

4. Clockwork Control Room

This was once a treasure room with offerings to the chapel's gods, but Zarloch plundered its riches to fund his efforts. Now it's covered in machinery, the heart of the clockwork throughout the tomb, whose purpose is some strange manipulation of arcane energy.

A successful DC 20 Intelligence check with tinkerer's tools or DC 17 Dexterity check with thieves' tools on the controls allows a character to reduce the noise from the clockwork throughout the tomb, removing the disadvantage to Wisdom (Perception) checks. The controls have AC 15 and 15 hit points. If destroyed, the machinery stops completely, which removes the penalty but also alerts Zarloch to intruders.

5. Preparation Chamber

This chamber, lit with blue-green *continual flame* torches, once saw the deceased royalty of old prepared for their final rest, but now it serves as a laboratory.

A successful DC 14 Intelligence (Investigation) check can identify ancient funerary trappings in the rubble, indicating the room's history.

The tools and chemicals on the worktables comprise a set of tinkerer's tools, and alchemist's supplies. Among the parchments are scattered notes describing the creation and maintenance of creature-shaped constructs.

The T-intersection east of Area 5 is a locking pit trap (275). Three zombies (287) lurk in three feet of water at the bottom of the pit; they attempt to grapple and drag fallen creatures under. Creatures who trigger the trap are surprised, and can't hold their breath before being pulled under and begin to suffocate.

6. Lesser Tomb

This tomb's sarcophagi hold four monarchs from the kingdom's past: King Zedros and Queen Malayia who brokered peace with the kingdom's ancient enemies, and Queens Kalyssta and Lindralle, who ushered in a golden age of trade.

The rulers have all risen as vampire spawn (286). Lindralle wears a heavy gold bracelet (250 gp), and Kalyssta wears adamantine chain mail.

7. Royal Tomb

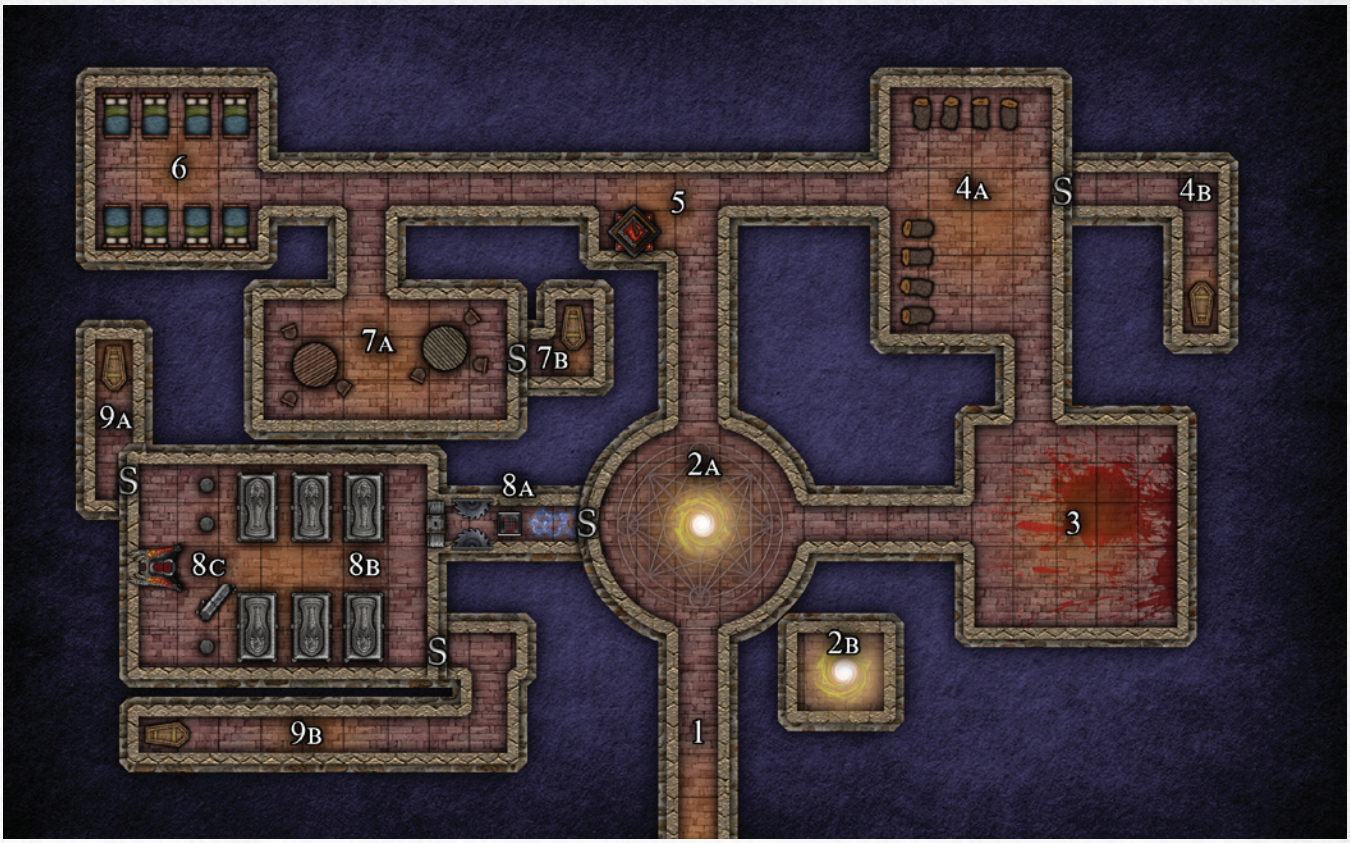
The door to this tomb bears ancient carvings depicting the kingdoms crest, as well as two smaller individual seals. A successful DC 16 Intelligence (History) check identifies the seals as those of King Eodrus and Queen Jaelyn, the first and greatest rulers of kingdom. The door is sealed with *arcane lock*, requiring a successful DC 25 Dexterity check with thieves' tools to pick the lock or a DC 25 Strength check to break.

Inside, four sarcophagi hold the monarchs' remains. The northwest tomb is open and defiled. Before it stands a hulking construct creature, a fellforged (280) that bears the tortured soul of the legendary ruler, King Eodrus. A brief investigation of the defiled tomb reveals that the dusty remains within belong to King Eodrus.

Tactics: The fellforged attacks any intruders it doesn't recognize. Zarloch casts *greater invisibility* and hides if he hears intruders approaching. He tries to destroy any foes with his magic. The wizard rails against the interruption, and curses the adventurers' existence. Both creatures fight to the death. Zarloch knows that if he falls, his essence will live on in his soul stone, and his minions not present will stop at nothing to recover it.

The fellforged has disadvantage on attack rolls if it can see the amulet from Area 2.

Dan Dillon



Daenyr's Return

Michael Smith

Three-thousand, five hundred years have passed since the vampire Daenyr and his followers terrorized the countryside from his dark temple. His name now a myth, his temple in ruins save for a few remaining chambers; no one recalls how or why this came to be. A mysterious cult has taken up residence in the ruins, and rumors of blood rituals and a crimson god are spreading across the countryside, while many disappearances go unanswered.

1. Entry Tunnel

This narrow tunnel of smooth dark stone serves as the last remaining entrance into the ruins of Daenyr's temple. Three vampire spawn (286) stand guard just inside the tunnel and will attack anyone that is not one of their own.

2a. Foyer

A mural extends around this circular room depicting imagery of men and women, teeth rending the flesh of human prey at dusk. Candlelight flickers and provides the illusion of movement to the images on the wall. A secret door leading to Area 8a can be detected on the west wall with a successful DC 20 Wisdom (Perception) check or found with a successful DC 18 Intelligence (Investigation) check if actively searching. The current "residents" are unaware of this secret door.

Three vampire spawn stand around the room, one at the north, south, east and west, their backs to the wall chanting. A single cultist (278) stands in the middle of the room chanting, open wounds on both arms and legs. As his blood pools on the floor, a red mist encircles him and a figure emerges, grabs him, and disappears with the dissipating mist.

A *teleportation circle* will open to Area 2b within one minute of fresh blood touching the floor, and Lucif will come through and attempt to grapple the closest person and pull them back through.

2b. Lucif's Prison

This small room serves as a prison for the fallen holy warrior Lucif (vampire; 286). Long ago, Lucif led a crusade to destroy Daenyr, but was turned and bound by Daenyr to spawn vampires as an eternal punishment. Now

quite insane due to extended isolation, he continues to create vampire spawn for the cultists as their crimson god. Lucif is chained to the east wall by both wrists and has only enough slack to go through the portal and grab anyone in the center of Area 2a. He will attack on sight.

3. Crimson Room

The coppery smell of blood permeates the air, and dried pools of crimson dot the floor. Various ornate knives with razor sharp edges adorn the walls. This room is used by the cultists from Area 4a to prepare for their "ascension" by cutting on themselves and drawing blood.

4a. Dry Storage

Dirty bedrolls and food scraps are strewn about this room. There are eight cult fanatics (277) currently residing here as they await their opportunity to ascend to undeath. Without provocation, they will attack anyone that looks to not belong.

4b. Hidden Hallway I

This hidden hallway can be detected with a successful DC 20 Wisdom (Perception) check or found with a successful DC 18 Intelligence (Investigation) check if actively searching Area 4a. An empty coffin rests at the end of the hallway.

5. Onyx Altar

An onyx altar stands here with a tablet adorning its top. The inscription reads in Abyssal, "The sun rises in the east and sets in the west, and in this direction our secret must rest."

6. Common Chamber

A few beds are scattered throughout this room, but none look to have been slept in recently. If the room is searched a successful DC 10 Intelligence (Investigation) check will reveal 2600 gp in miscellaneous coins.

7a. Feeding Room

Three vampire spawn sit around a table taking turns sucking the blood of a single willing cultist. They attack any who interrupts their feeding.



7b. Hidden Hallway II

This hidden hallway can be detected with a successful DC 20 Wisdom (Perception) check or found with a successful DC 18 Intelligence (Investigation) check if actively searching Area 7a. An empty coffin rests at the end of the hallway.

8a. Short Hall

This short hallway is heavily trapped from east to west with poison darts (275), a hidden 20-ft deep spiked pit trap (275), and a collapsing roof trap. The west end of the hallway has a locked door, requiring a successful DC 20 Strength check or DC 18 Dexterity check with thieves' tools to open.

8b. Sarcophagi Antechamber

The smell of musty air escapes the room as the party enters. Numerous elaborate sarcophagi line the north and south walls closest to the entrance. Once the party begins to enter into the room, the sound of stone grinding on stone can be heard as six mummies (283) slide the tops off the sarcophagi and emerge to attack.

8c. Crimson Throne

A crimson throne sits on the west wall, with crumbling pillars adorning the path leading to it. This is the throne of Daenyr, a vampire (286) that was imprisoned in the Abyss by a demon lord. A trap similar to a *glyph of warding* (DC 15 Intelligence (Investigation) check to find) is on the floor in front of the throne; activating the trap will free Daenyr and return him to this plane of existence. Furious, Daenyr will immediately attack any and all adventurers. If reduced to 0 hit points, he will assume gaseous form and retreat to one of the empty coffins found in the hidden hallways throughout the ruins.

9a. Hidden Hallway III

This hidden hallway can be detected with a successful DC 20 Wisdom (Perception) check or found with a successful DC 18 Intelligence (Investigation) check if actively searching Area 8c. An empty coffin rests at the end of the hallway.

9b. Hidden Hallway IV

This hidden hallway can be detected with a successful DC 20 Wisdom (Perception) check or found with a successful DC 18 Intelligence (Investigation) check if actively searching Area 8b. An empty coffin rests at the end of the hallway.



Den of the Glacial Bear

Justin Andrew Mason

A gravely wounded Vikmordere warrior stumbles toward the party, collapses, and whispers that he and his brothers were hunting when they were attacked by a glacial bear.[1] His kin, badly wounded, are in the lair of the beast. He implores the adventurers to help save them!

The man survives if he is stabilized or healed of at least 1 hit point. He willingly lends his blade to try to rescue his brothers. If left untreated he dies of blood loss in one minute. The man insists that the group must move immediately; there's no time for any rest. (GM Note: The hunters, referred to as brothers, could include women.)

The bear's den is nearby. When the adventurers arrive, they recognize signs of a bloody struggle. The sounds of distant moans and cries of agony echo from deep inside the cave.

Room 1: Entry Cavern

The cave descends via a winding tunnel that gradually widens into a substantial cavern laden with heavy sheets of ice that cling to the walls and make the floor particularly slippery. A twisting corridor leads northward, deeper into the cave – lamented moans heard from within its recesses.

The sheets of ice in this chamber make it difficult terrain. As the adventurers approach the northern corridor, a loud and vicious roar echoes throughout the area from deeper in the den—the glacial bear is definitely home!

Room 2: The Bone Pit

This large cavern branches west from the main corridor. The layers of bones littering the floor are broken, scarred and gnawed on. While most of the remains seem to be from medium-sized animals, several are obviously humanoid.

[1] Check out the *Into the Wintery Gale: Wrath of the Jötunn* adventure path from AAW Games for details.

A character who searches the bone pit finds several suits of mangled and torn armor, as well as bent and broken weapons. A successful DC 20 Wisdom (Perception) check or a *detect magic* spell uncovers an intricately carved shield and a *javelin of lightning*.

Room 3A: Crevice of the Dead

The floor of this narrow crevice is slick with fresh blood. Near the back corner of the area lies the ravaged corpse of a Vikmordere warrior; there isn't enough of him left to account for a whole body.

Treat this area as difficult terrain.

Room 3B: Crevice of the Dying

Hunched in the back of this crevice is a badly wounded Vikmordere warrior. His wounds are severe and he appears to be barely conscious – his body trembles in shock and he involuntarily cries out in pain.

This wounded Vikmordere chief (berserker; 276) is unconscious and dying, despite his groaning and trembling. He will die at the end of his next turn if not aided.

Room 3C: Crevice of the Crying

A terrified young Vikmordere warrior is hiding in the back of this very narrow crevice. Though his bow is drawn taunt with a nocked arrow, he trembles with fear and his breathing is shallow and labored.

A character who succeeds on a DC 20 Intelligence or Charisma check can communicate with the warrior (berserker; 276). On a failed check, the warrior fires an arrow (or bolt) at the speaker. If one of the warrior's brothers is with the group, he calms down immediately; otherwise, he readies another missile. If he's calmed down and helped from his hiding place in the crevice, his only thought is to flee from the bear's den, leaving his rescuers and his brothers to their own fates.

Room 4: The Glacial Bear's Den

The narrow corridor opens into a massive cavern. A very large glacial bear, its white paws and maw stained with the blood of recent kills, is inside. Next to the enormous animal is a dead cub, its side pierced by half a dozen Vikmordere arrows. The mother bear mournfully groans as she nuzzles the dead creature's corpse. Behind her, two more cubs notice your approach and withdraw, belting out a cacophony of squeaky barks. The mother bear glances up and releases a deafening roar before she charges toward you!

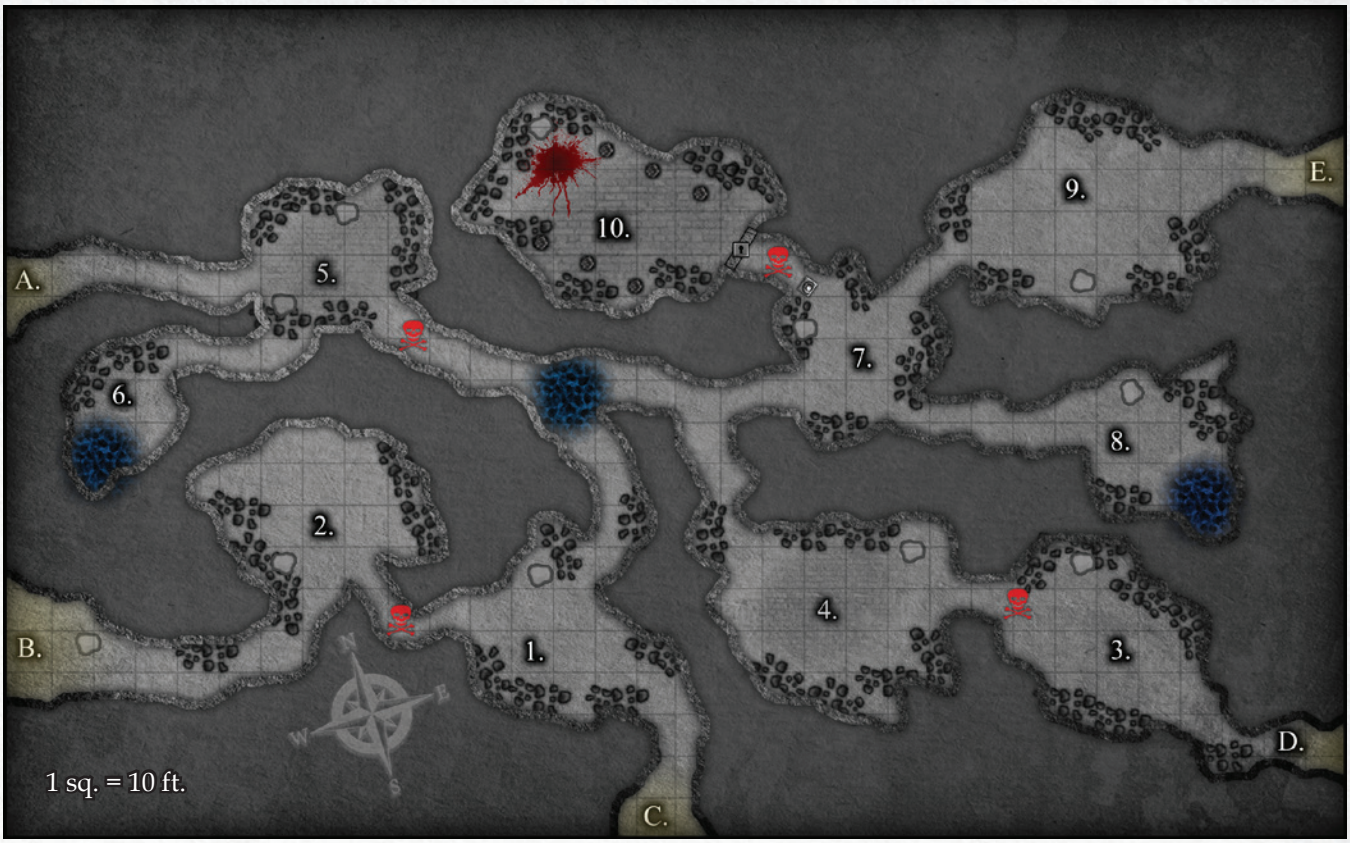
The mother glacial bear (280) also has several Vikmordere arrows lodged in her back. Unless killed or somehow calmed with magic she pursues the party relentlessly.

The surviving Vikmordere admit that they were hunting the bear cub and unintentionally provoked its mother by killing the youngling. Any surviving Vikmordere invite the adventurers back to their village to recuperate from the encounter and feast on the meat of the kill.

Once the mother bear has been killed, the cubs (each the size of a large dog) can't survive on their own, but a character who succeeds on a DC 20 Wisdom (Animal Handling) check can gain the animals' trust, allowing a them to take one of the animals as a pet.



Justin Andrew Mason



Kaltenheim

Jonathan Ely

In the far frozen lands of the north, word comes south via traders and messengers that a new threat has reared its terrifying head. Reports claim that a heavily built raider, skilled with a fearsome greataxe, has struck at several nomadic tribes wandering the snowline as they follow the herds of elk. It is said that this raider, dubbed Koloss and accompanied by a blue-haired demon, leaves nothing of these tribes but frozen bloodstains in the virgin snow. If the party tarries a while, Koloss' raids eventually lead to the loss of a significant NPC or campaign item, or a major attack on a prominent community in the region.

If the party is willing to hunt Koloss down and either kill him or force him back into the deep mountains, they will be handsomely rewarded (GM's discretion). Eventually they should be able to track him back to his cave lair, which he has named Kaltenheim, set into the side of a mountain with multiple routes of entry and exit.

This natural cave complex is difficult to navigate, with uneven rubble and slippery ice underfoot. All areas inside the complex is difficult terrain.

1. South Chamber

One of five entrances to this frozen complex, it is protected by one of several massive advanced yetis (hill giant; 281) who have been manipulated by Koloss to protect a site they consider holy (due to the three ice nodes within). If one yeti is attacked, it quickly roars for support from the other yetis protecting the entrances, incidentally alerting Koloss and Iceheart. Up to three yetis combine their abilities and try to circle around from different directions.

In the short corridor between chambers 1 and 2, there is a local subarctic version of a (shrieker; 285). If it detects body heat within 10 feet it releases a keening wail for 1d3 rounds.

2. Southwest Chamber

This chamber is identical to Chamber 1.

3. Southeast Chamber

This chamber is identical to Chamber 1.

4. Inner Chamber

This a large, generally unremarkable cavern protected by a local subarctic version of the shrieker (285); upon detecting body heat within 10 feet it releases a keening wail for 1d3 rounds.

5. East Chamber

This chamber is identical to Chamber 1.

In the southeast corridor that goes to Chamber 7, just outside of Chamber 5, is a local subarctic version of a shrieker. If it detects body heat within 10 feet it releases a keening wail for 1d3 rounds. Further down the corridor is a blue glowing mound of ice and rock (see Node), identical to the ones in chambers 6 and 8. As per the Node description, the corridor is very difficult to traverse.

6. Node Chamber

This rough chamber is considerably colder than the others, and is difficult to move across due to the thick layer of ice that covers surface. In the back corner of the chamber is a blue glowing mound of ice and rock (see Node).

7. Inner Chamber

A small, unremarkable chamber that leads to chambers 5, 8, 9, and 10.

8. Node Chamber

This chamber is identical to Chamber 6.

9. Entrance E Chamber

This chamber is identical Chamber 1.

10. Locked Chamber

The short corridor has a *symbol of stunning* that is deactivated by rotating the large, crude statue at the front of the corridor 90-degrees clockwise until there is a faintly audible click. The corridor ends at a locked wooden door, requiring a successful DC 20 Dexterity check with thieves' tools or DC 18 Strength check to open.

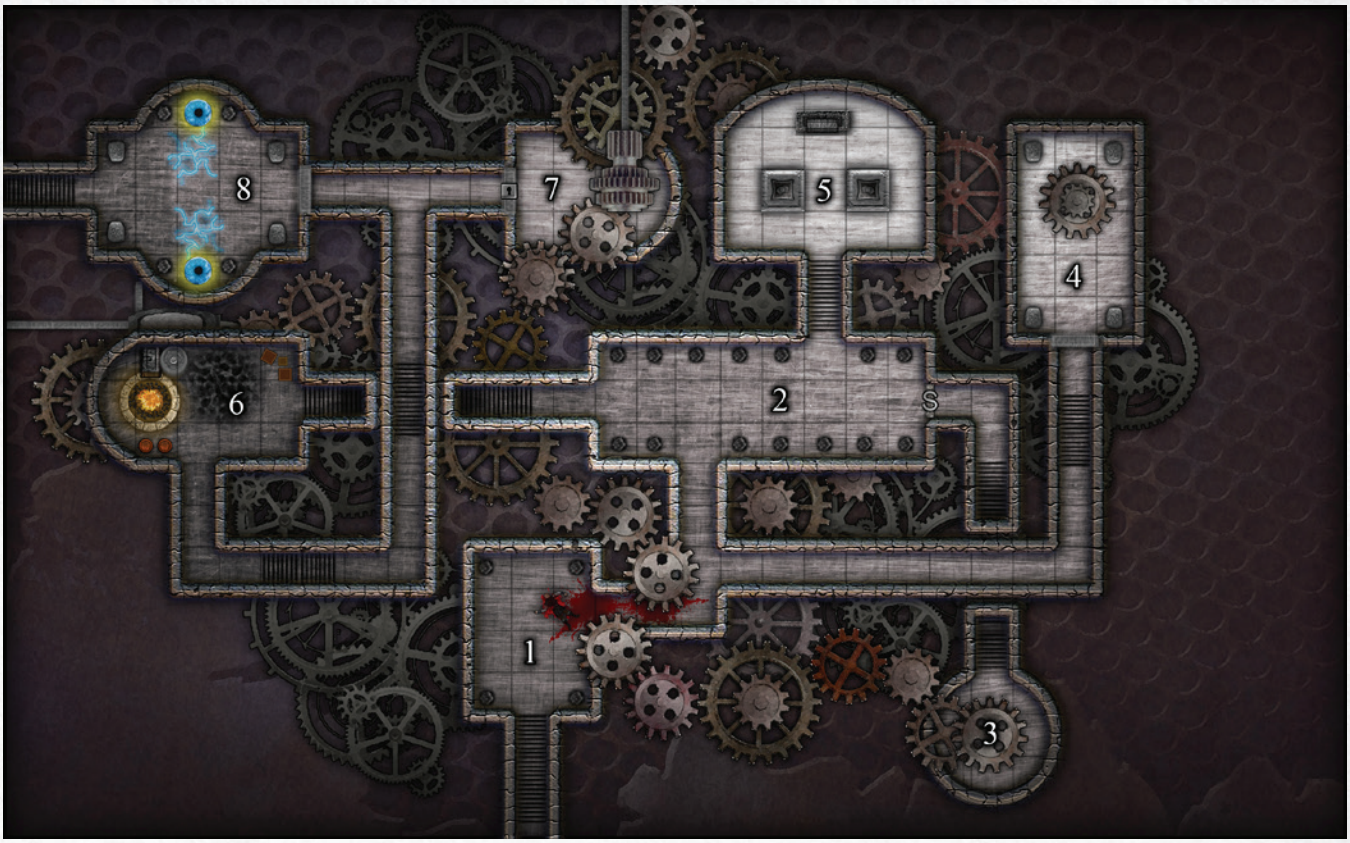
Inside is the private chambers of Koloss the oni (283) and his companion, Iceheart the winter wolf (276). If forewarned of the party's arrival (from the braying of yetis or other noises), Koloss immediately uses his *invisibility* ability and maneuvers around (or flies over) the party to stand in the doorway, positioning himself to attack or retreat as he sees fit. Iceheart is ready to attack the party, releasing his fearsome breath weapon before stepping in to rend and tear at the nearest targets.

If Koloss and Iceheart are surprised, they are not ready for combat when the party bursts in on them. If they are overcome, the DM is free to award appropriate treasure; any item the adventurers are sent to recover can be found here. A large blood stain across the floor represents where Koloaa and Iceheart have torn apart and consumed a number of meals.

Node

The blue-glowing mound of ice and rock is a link to an arctic section of the Elemental Plane of Water. The node produces a 20-foot radius of cold that is palpable and uncomfortable; any creature who begins their turn within 15 feet of the Node must succeed on a DC 10 Constitution saving throw or take 1d4 points of cold damage. This effect also coats the area with a thick layer of ice, making it very difficult to traverse. Any creature who enters the area or ends its turn there must succeed on a DC 12 Dexterity saving throw or fall prone.





The Gallery of Gears

Jonathan Ely

For more than eighty years, the foul summoner Vlexigorn the Tainted has travelled the lands of his birth, binding demons to complete foul deeds in his name. Corrupt in both body and soul, bearing the corrupted bloodline of the Abyss, Vlexigorn enjoyed nothing more than binding his own foul cousins to his will, in order to advance his own foul ambitions, and then destroying them once their use was at an end.

Mightily despised by many denizens of the Abyss, Vlexigorn's many enemies struck a secret bargain with the archmage (276) Lanthanus of the Rhodium Order. Paying a small fortune in souls and precious metals in advance, Lanthanus began employing a network of spies to search for Vlexigorn. His success was limited – until recently.

Lanthanus found and attacked Vlexigorn whilst he was planning an attack on a Prime Material Plane settlement; both sides suffered grievous injuries, but Vlexigorn was saved by his glabrezu (280) attendant, Chor-da ta'al, at the last moment. Expending a powerful magic item, Chor-da ta'al twisted Lanthanus' own *teleport* spell to the demon's purposes, transporting all three combatants into the first chamber of an ancient outpost of the lawful realm of Mechanus. Attempting to move deeper into the complex, Vlexigorn activated a trap, causing fatal injuries to himself, and freeing Chor-da ta'al to begin corrupting the portal to Mechanus.

The party find Lanthanus near the portal, badly wounded and deeply worried. The portal will close within three hours, potentially leaving Lanthanus behind on the Material Plane if the glabrezu is not destroyed or ejected from the portal. Lanthanus pleads for swift assistance from the party, promising wealth or even a powerful magic item from his collection.

1. Entry Chamber

A heavy metal door set into cliff wall has been wrenched open, exposing a metallic staircase that leads down into this chamber. Blood stains are visible every three or four steps. Finally, the staircase leads into a small metal-walled chamber, with a second exit heading east. The room is unremarkable except for the sound of dozens of mechanical gears, including two large rotating gears protruding from the corridor wall,

which appear to have crushed the body of a human sorcerer. The floor is slippery with gore, and many of his items are damaged beyond repair, but he may have some things that can be retrieved (GM's discretion). A character passing through the gears must succeed on a DC 15 Dexterity (Acrobatics) check or take 11 (2d10) bludgeoning damage.

2. The Great Hall

This long central hall has several exits leading from it, and has several statues down each wall. Each statue represents a famous inhabitant of Mechanus, reminding those who pass through this portal of the ideals that they should live up to. However, many have been desecrated by Chor-da ta'al, and are now covered in blood, entrails and other vile substances. A secret door, found with a successful DC 20 Wisdom (Perception) or Intelligence (Investigation) check, leads to Chamber 3.

3. The Hidden Shrine

The secret door in Chamber 2 leads into a right-angled corridor before ending in a circular chamber that contains a design representing pure law. Upon entering the chamber, lawful characters gain a +2 AC bonus for 10 minutes, whilst chaotic characters must succeed on a DC 12 Charisma saving throw or be poisoned for 1 minute.

4. The Map of the Planes

This chamber is accessed by a long corridor that leads to a small chamber, with a map inscribed on a gear-shaped map table. Anyone who succeeds on a DC 18 Intelligence check can decipher the map to identify routes between planes.

5. The Chamber of Vision

A large upright stone tablet displays the world outside the portal, allowing viewers to scan potential destinations before journeying to them. The viewer is manipulated by a pair of controls, which can just be reached by a tall human.

6. The Forge

Accessed by a corridor that leads from Chamber 2, a mechanical forge, kept hot by a set of automated bellows, is in action here. Various raw metals also are present, along with the tools of a basic blacksmith's shop. A second corridor, leading to Chambers 7 and 8, exits from the south side of the chamber.

7. The Chamber of Timings

This locked chamber, which can be accessed by a successful DC 18 Dexterity check with thieves' tools or DC 20 Strength check, controls the portal's access to other planes of existence. Various gears whir and clank in orderly fashion, whilst several dials on a wall are marked with arcane symbols. A character can decipher the controls with a successful DC 22 Intelligence (Arcana) check – one symbol determines the destination of the portal, whilst a second controls the amount of time that the portal is present at that site. The controls can be manipulated to provide extra time, where necessary.

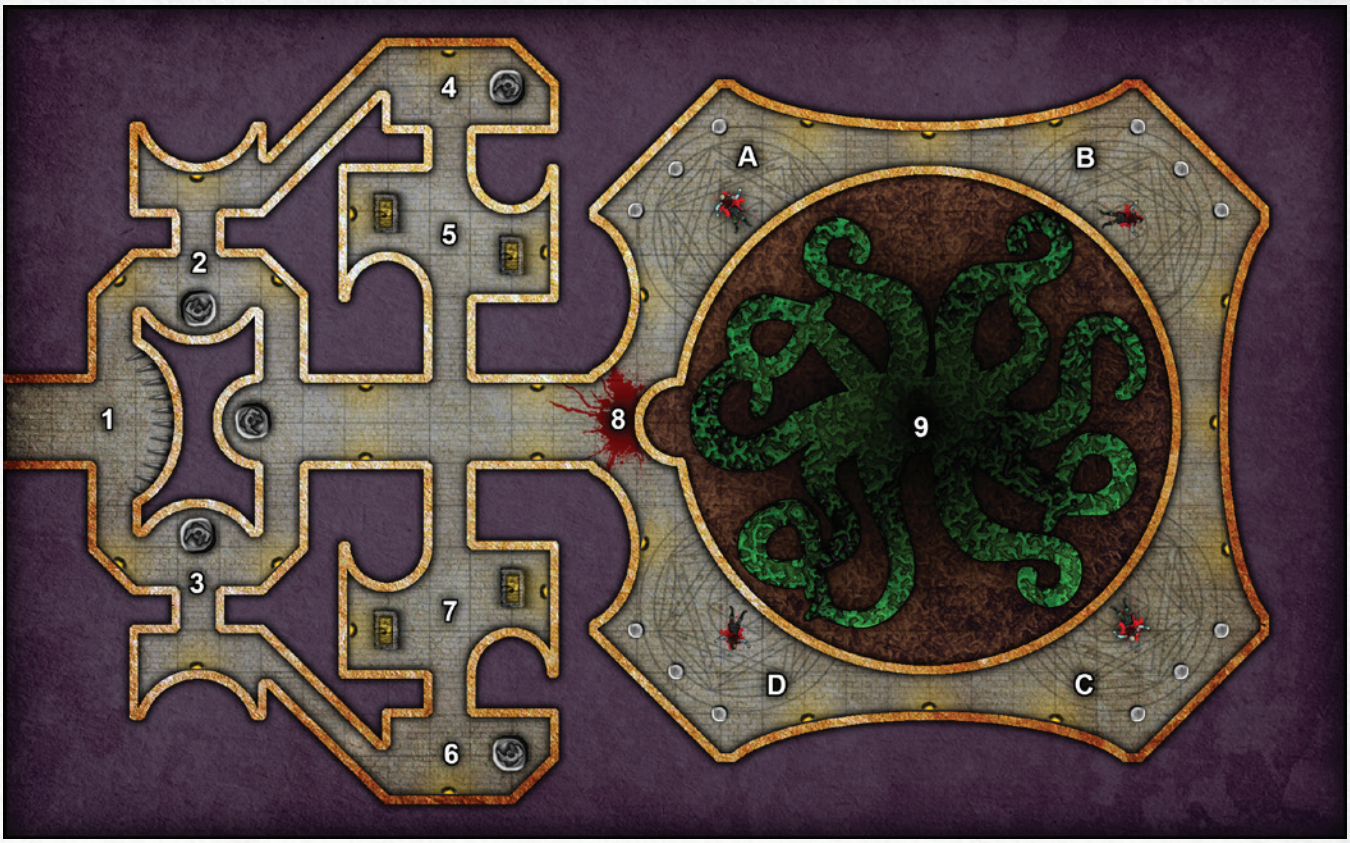
8. The Guarded Exit

The final door from this chamber, via a short staircase, cannot be opened until the door from Chamber 7 has been sealed and the controls within the Chamber of Timings have returned the whole portal to Mechanus. The floor of the chamber is electrified, and any creature who begins its turn in contact with the floor must succeed on a DC 13 Dexterity saving throw or take 11 (2d10) electrical damage. which will not deactivate until the portal has returned home.



Chor-da ta'al's Tactics

The glabrezu will be inside the portal chambers, relieved that he is free of the sadistic Vlexigorn and planning to corrupt the portal to Mechanus. When first encountered, he will be in Chamber 2 desecrating the statues. When first attacked, he will attempt to use his *darkness* and *confusion* abilities before employing *dispel magic* and *power word stun* tactically. If unsuccessful, he will try to retreat to Chamber 5 or Chamber 6 – whichever is easier, using *fly* if necessary. If possible, Chor-da ta'al will retreat to Chamber 6 and back through the corridors to Chamber 8; since he can fly above the electrical field in Chamber 8, he will attempt to confront the adventurers there.



Awakening the Elder

Michael Holland

Led by a madman named Zarik, a group of cultists, mercenaries, and other foul creatures have invaded the Temple of Treania. The temple is devoted to Treania, the goddess of waters, and her four divine children, Androsi, Bacturza, Nestaraphine, and Philinepos. The intent of the cultists is to perform a ritual which will summon Kehazhoth, a kraken (282), who will consume the divine power within the temple and become a dark god. Some of Treania's clergy escaped and sought the aid of the adventurers, although they do not know the cultist's purpose.

1. Defiled Entry Hall

Wicked spikes tear through what was once a beautiful frieze depicting the goddess and her divine children. Any entity who enters the temple whose alignment is not evil is attacked by black tentacles which erupt from the frieze.

Defiling Tentacle Trap

Magic trap

This trap is activated when a nonevil creature enters the room. The DC is 18 to notice trails of slime and blood on the walls. A spell or other effect that can sense the presence of magic, such as detect magic, reveals an aura of conjuration magic.

Squirming, ebony tentacles fill the room. For 1 minute, these tentacles turn the ground in the area into difficult terrain. When a creature enters the affected area for the first time on a turn or starts its turn there, the creature must succeed on a DC 15 Dexterity saving throw or take 3d6 bludgeoning damage and be restrained by the tentacles until the spell ends. A creature that starts its turn in the area and is already restrained by the tentacles takes 3d6 bludgeoning damage.

A creature restrained by the tentacles can use its action to make a Strength or Dexterity check (its choice) against your spell save DC. On a success, it frees itself.

A successful dispel magic (DC 15) cast on the room destroys the trap

2. Statue of Androsi

This statue depicts Androsi, the life-giving god of springs and wells. From here the party can hear the cultists chanting in Aklo deeper in the temple.

3. Statue of Bacturza

This statue depicts Bacturza, the goddess of streams and rivers. The arms of the statue have been torn down and its face has been marred by what appear to be animal-like claws. If this statue once held any divine power, it is gone now. From here the party can hear the cultists chanting in Aklo deeper in the temple.

4. Statue of Philinepos

This statue depicts Philinepos, the god of lakes. One of the cultists lies across the feet of the statue, a spear protruding from his chest.

5. Altar of the Sons

A pair of golden altars devoted to the goddess' sons are being destroyed by three bickering mercenaries (veterans; 286). When the kraken began to rise from the Pool of Treania (Area 9), these men lost their wits. One of the cultists tried to stop them from fleeing and the mercenaries killed him (see Area 4). Realizing they would otherwise leave empty-handed, they then began to tear apart the golden altars.

6. Statue of Nestaraphine

This statue depicts Nestaraphine, the mighty goddess of the oceans and the strongest of her siblings. She protected her likeness with a *sanctuary* spell, preventing the cultists from attacking it.

7. Altar of the Daughters

Torn vestments lie thrown about the room. A pair of golden altars devoted to the goddess' daughters rest among the refuge, one on each side of the room. A deep one hybrid (278) barks orders at five deep one (278) to tear down the altars and defile them, an order they are gleefully obeying.

8. Blood of the Innocents

To begin the ritual, the cultists sacrificed four priestesses of Treania and transformed them into wights (287) to guard the way.

9. Pool of Treania

This fresh-water pool was where Treania would communicate with her worshippers. Now the 60-ft circular pool has been tainted and the water has turned brown and brackish. Runes have been drawn in each of the four corners of the room by the cultists, each rune consecrated with the blood of four priests of Treania. The pool has become a portal into Kehazhoth's underwater realm and his tentacles thrash about the room violently as he emerges. At the end of each character's turn, Kehazhoth attacks a random target, choosing one of the following options:

Tentacle: *Melee Weapon Attack:* +12 to hit, reach 30 ft., one target. *Hit:* 17 (2d6 + 10) bludgeoning damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained.

Fling. One Large or smaller object held or creature grappled by the kraken is thrown up to 60 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 18 Dexterity saving throw or take the same damage and be knocked prone.

Only Zarik (deep one hybrid; 278) is safe from this attack. Once the wights have been dealt with, Zarik orders his minions to attack. The party has 5 rounds to stop Kehazhoth from completely entering this realm. This can be accomplished only by killing Zarik, who is the fulcrum of the ritual.

a. One of the deep one hybrid foolishly believes he can gain control of Kehazhoth if he continues to chant the profane words which summoned the elder deep one. He kneels beside the bloody sacrifice struggling to chant the words between sobs and tears. Anyone who hears the priest and succeeds on a DC 22 Intelligence (Religion) check realizes a prayer to Treania can be used to delay Kehazhoth's arrival.

b. Zarik led the ritual to summon Kehazhoth from his location, guarded by two deep one and three sahuagin (284). After giving the order to attack, he uses his magic from a safe distance.

c. Six deep one became emboldened when the kraken appeared and attacked the deep one hybrid they were guarding. Now they feast on the remains until Zarik orders them to do otherwise.

d. The deep one hybrid priest in this area has been overcome by fright and the mercenary (veteran) guarding him has succumbed to madness. During the first round of combat, Kehazhoth smashes him with its tentacle attack. The mercenary, taken by madness, has ripped out his own eyes and sits against the wall waiting for his end to come.

If the party kills Zarik, the ritual is interrupted and Treania forces Kehazhoth back through the portal. Her pool returns to its original, clear state, but the rest of the temple remains defiled.

If the ritual is completed, Kehazhoth emerges completely into the room.



The Unreachable Terror

Justin Andrew Mason

This adventure is geared towards a party that includes a divine character such as a priest or paladin of good alignment. The devotee's patron has summoned them, whether through visions or by missive from a high temple, to perform a holy geas—a distant settlement bearing a sacred shrine to the deity is in dire need of aid from a dark curse that has befallen their home. Motivation to pursue completion of the quest can be either positive (the promise of favor or reward if accomplished), negative (revocation of holy magic if refused), or both; keeping in line with the personality of the specific deity.

Denizens of the island village of Unreach are being afflicted by a terrible disease called cackle fever, and many have already died. The unknown source of this curse is a coven of three night hags, one in hiding among the villagers, who have taken to the remote island to enslave the souls of its stranded inhabitants – easy pickings when the few vessels that visit the isle can be weeks or months apart.

The village of Unreach is the lone settlement on the remote island of Riamhann. The island is located so far out to sea that it has earned the moniker, "the Edge of the World." The island is outside the purview of any kingdom or nation, but remains relatively protected from political conflict by its isolation. The landmass, about six miles wide, was formed by a long-extinct volcano, and any peaks that once reigned there were obliterated in an explosive eruption in the time before mortals. The remaining island features a single, narrowly accessible beach and a sizable freshwater lake nestled in the concave center. Towering cliffs, once the base of a massive volcanic mountain, surround the island and shelter it from the storms of the sea. The island's enclosed nature has given rise to a unique ecosystem supporting a dense tropical forest that spans the inner bowl. Unreach is located on the southern shore of Lifewater Lake, a few miles north from the small, sandy beach.

The village's primary export is fresh water from the lake—the only source of drinking water within a week's voyage on the surrounding sea. Fresh water is traded at a value of roughly 1 gp per barrel.

Notable NPCs

- Armanth Adraes, Priestess Healer (halfling priest)
- Dorian Farrad, Mayor (human noble)
- Vandora Stone, Magic Shop Proprietress (see below)
- Vert Stallons, Alcoholic Fisherman (human commoner)

Armanth Adraes is an elderly halfling and the village healer; she became sick a week ago and fell into a coma two days before the arrival of the adventurers. She is the keeper of the village shrine.

Dorian Farrad is the elected mayor of Unreach. He is desperate to find a cure for the sickness plaguing his village. The morning following the arrival of the adventurers, he falls ill.

Vandora Stone is the elven potion maker and seller of magical trinkets. Vandora has been dead for weeks, though this is unknown to everyone since one of the three night hags (283) has used its Change Shape ability to assume her identity so it can keep an eye on villagers.

Vert Stallons is a mediocre fisherman and the village drunk. Vert is well known as a teller of tall tales and a master of exaggeration.

Important Locations in Unreach include the mayor's hut, the stone holy shrine, the fishing docks shoring several small boats on Lifewater Lake, Vandora's Trinkets & Potions, and small tavern named the Forgotten Corner.



Lair of the Night Hag Sisters

Two of the three hags have taken residence at a small cave located on the northern shore of Lifewater Lake. A proximity *alarm* spell has been cast in 20-foot area around the entrance that sounds a non-audible note heard only by the hags within. The entrance itself has been trapped with collapsing roof (275) trap. If the alarm is sounded, the two hags will be waiting to ambush the adventurers.

It's Not Over Yet…

When leaving the cavern lair, the adventurers notice a naked body floating face down in the lake. If investigated, they discover the body of Vandora Stone, gray and bloated—it's obvious the body has been dead for many weeks.

Charisma Check	Information Gathered
15 +	Before falling into a coma the village healer, Armantha Adraes, exhibited clear signs of cackle fever.
17 +	Mayor Dorian Farrad has been suffering from horribly troubling nightmares for weeks.
20 +	The sick all recount night terrors just before falling ill.
24 +	Villagers say that Vandora Stone hasn't been herself since her daughter and husband died of cackle fever.
29+	A very inebriated fisherman named Vert Stallons says he saw two horribly deformed old women entering a cave on the north side of Lifewater Lake.

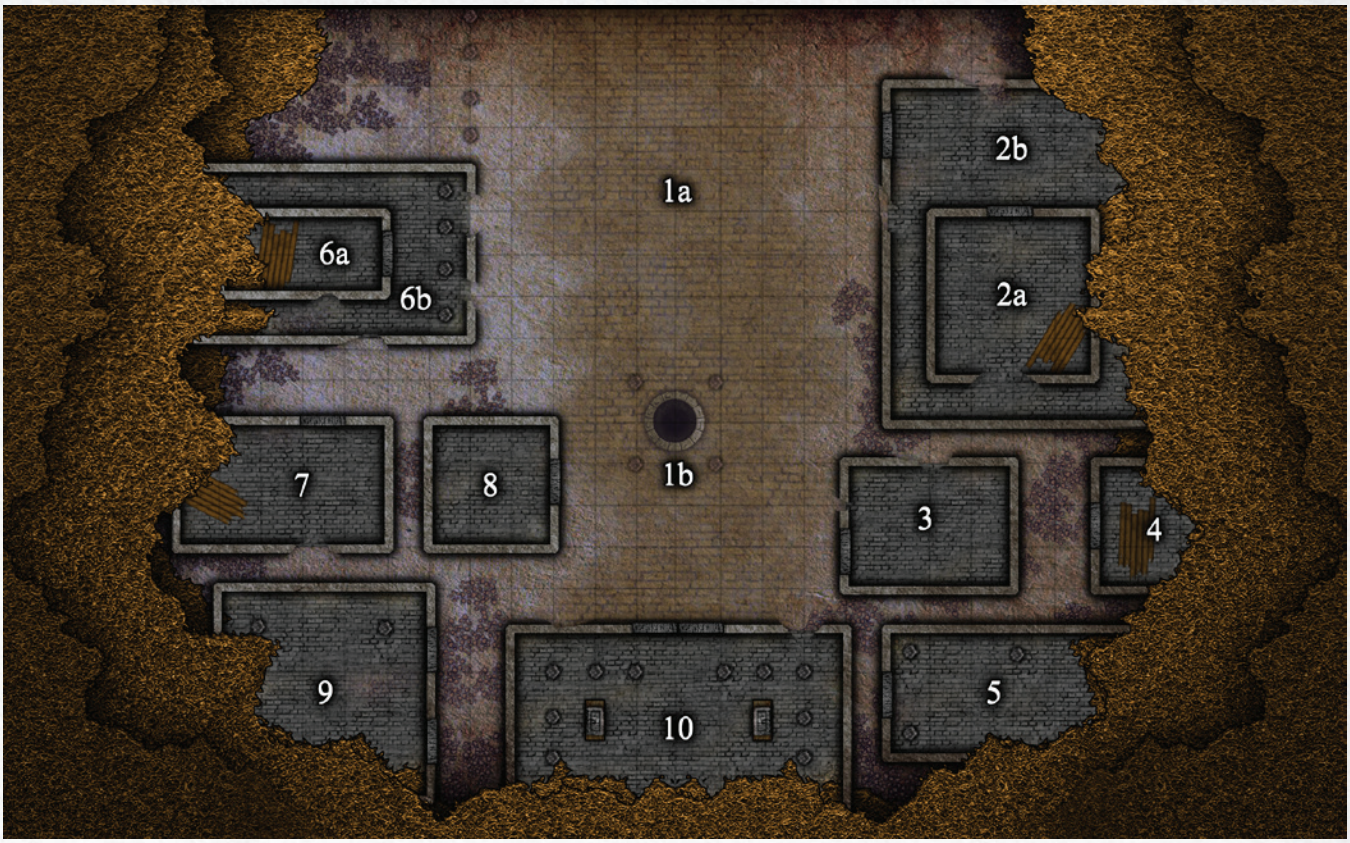
If the disguised hag has yet to be dealt with, she is awaiting their return to the village where she reveals her true identity and unleashes her fury upon them for the murder of her two sisters.

Conclusion

The hags possess magic stones that can be used to cure the remaining sick villagers. Once the magic of the stones has faded, the villagers let the adventurers take them as reward. They also give the adventurers any remaining magic items from Vandora's now abandoned shop.

For ending the curse, the holy character summoned is rewarded a one-time future use of any 9th level divine spell in (in the deity's domains)—GM's choice.

Justin Andrew Mason



I'll Yet Plague Both Your Houses

Stephen Yeardley

The Underworld houses strange and unpleasant communities, and the ruins of two temple complexes are a perfect example of religious hubris coming before a fall.

Two traditions devoted to bloody sacrifice and unwilling death—one lawful, one chaotic—found this remote cavern an ideal place to practice their beliefs and constant, petty one-upmanship, far from interfering do-gooders. But a malignantly wicked elf, devoid of distraction from his evil intent, played the followers against each other until all were slaughtered.

However, he didn't reckon on some senior members becoming powerful undead intent on iping him and each other out. He's now stuck in a "neutral zone". The adventurers walk into this three-way standoff. This encounter is a stiff challenge for the suggested levels. The party will need to set individuals against others to succeed.

1a. Grand Courtyard

A green-tinged, rake-thin, elderly elf repairs the paved pathway into this cavern. It's a doppleganger (278), disguised as the trapped killer in Area 10. It's indifferent to the temples' disagreements, simply fixing the road and biding its time until a likely victim comes along. Each "brick" is a victim's skull.

1b. Sacrificial Pit

Four fire-breathing statue (275) traps surround this sacrificial pit. Each statue is aimed to breathe over it. In times past victims were tied between the four posts, the traps were triggered, and the body roasted and then dropped down the shaft (the only other exit from the area). The right-hand complex houses CE ghouls; the left, LE vampires. These alignments override any listed.

2a. Commander's Chamber

A commander (wight; 287) resides here, plotting against everything except its troops. Its mount was eaten years ago.

2b. Ghoul Chamber

Eight ghouls (280) are controlled by the commander in Area 2a. They are replaced from under-strength humanoid groups whenever possible if numbers drop.

3. Temple Library

A pair of wraiths (287) were uncovered when the gravedigger collapsed the cavern onto both temples in an apocalyptic attempt to be the "winner". The wraiths believe they are tending a long-destroyed library, going through the motions of storing tomes, scrolls, and scrap of lore no longer in existence. Eager to add to their 'collection', they attack anything carrying paper.

4. Corrupter's Chamber

Once a thoroughly wicked dwarf, the ghast (280) in this room was slain by the vampires but it now aids the gravedigger in trying to further collapse the cavern onto their foes. It will also corrupt any coffins it can reach.

5. Gravedigger's Hall

This gravedigger (mummy lord; 283) was the first thing to claw its way out of the carnage between temples, and it is dedicated to finishing the vampires off. It will use any means to do this, including persuasion or intimidation of the living. A plan to further collapse the cavern walls will be welcomed.

6a. Bottle House

This room, holding more than 500 bottles, houses a vampire that controls the spawn in Area 6b.

6b. Spawn Cage

Six vampire spawn (286) are controlled by the vampire (286) in Area 6a, benefiting from its murderous intent. They are replaced when numbers drop.

7. Nosferatu Chamber

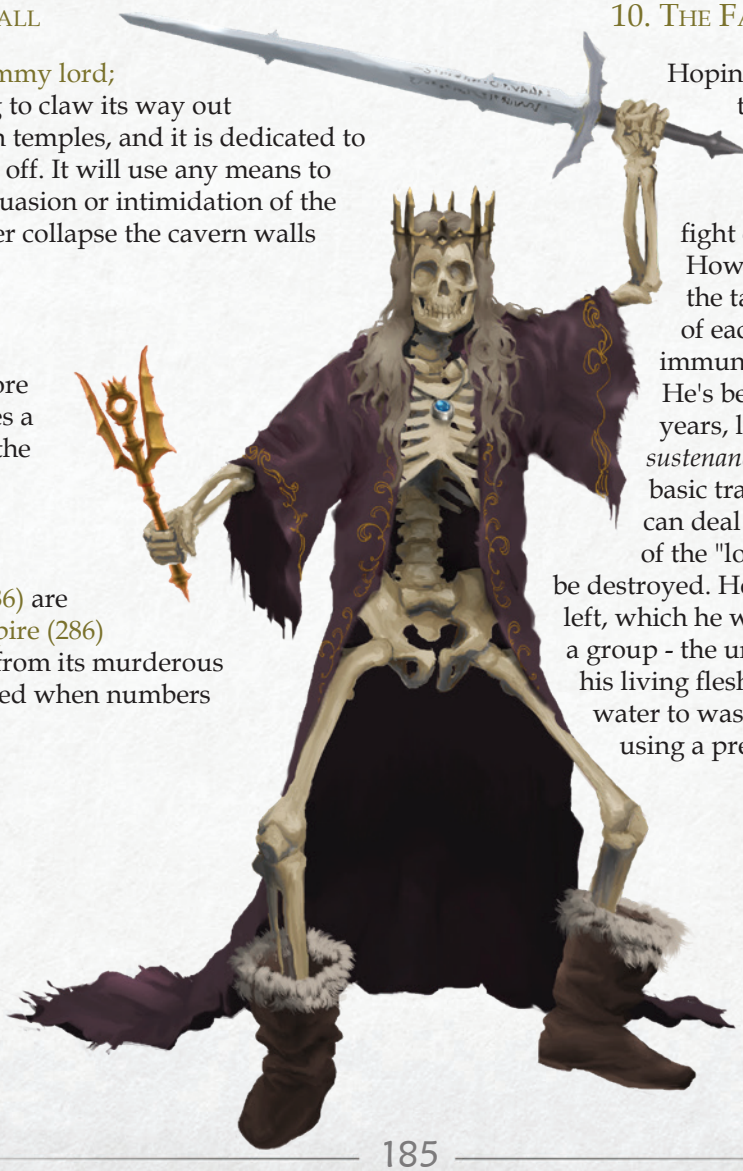
This pack of five wights (287) clawed their way up the sacrificial well and took up residence, squabbling now and then with the vampires. They fight solely to defend this sanctuary, but try to gain the upper hand over the erinyes (280) if they can.

8. Covetous Chamber

This vampire, weaker than the wights (287) and erinyes, plays them off against each other in quiet times, but vehemently defends them against the ghouls and elf. It's aware of the wraiths' 'library,' believes it to be real, and covets it above anything else in the cavern.

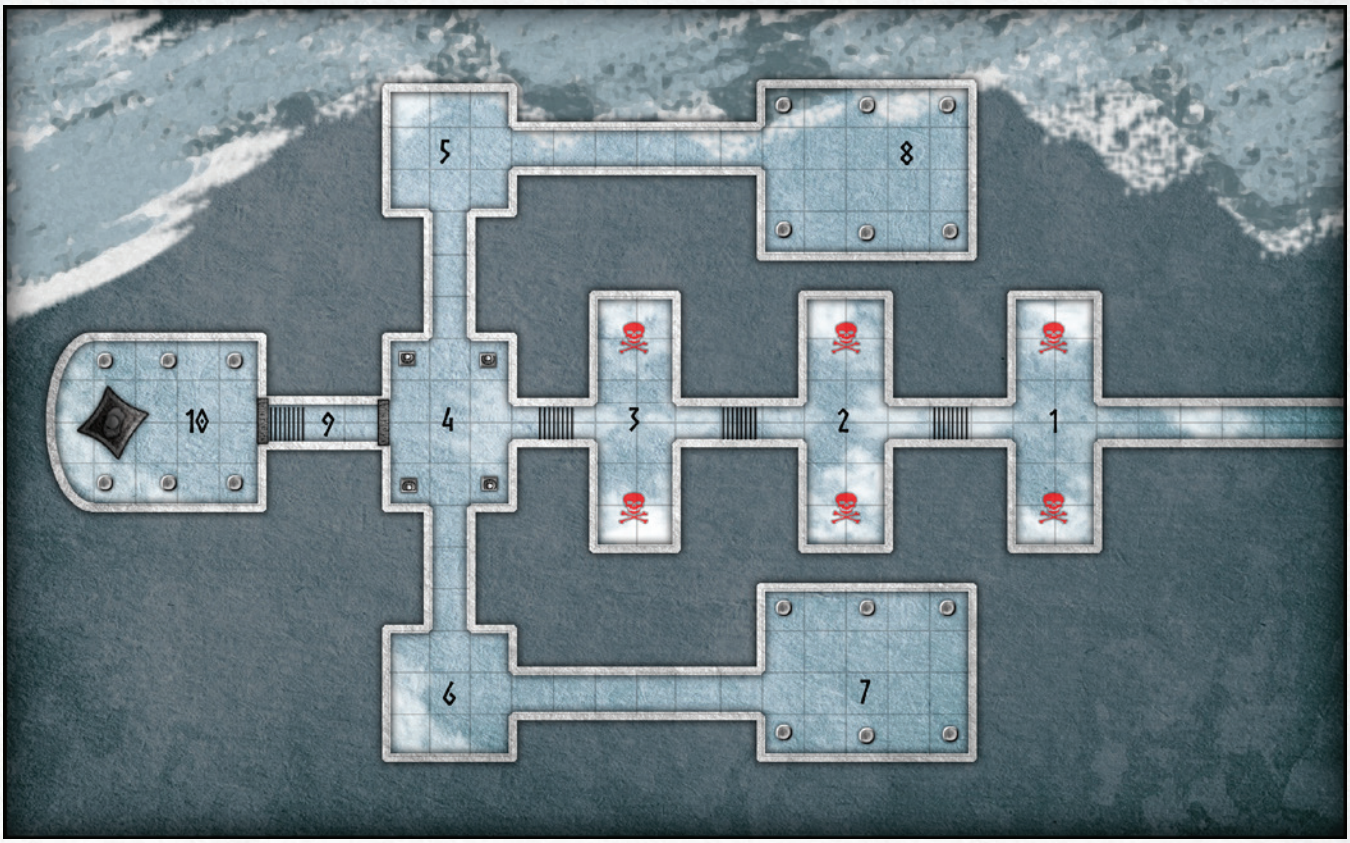
9. Executioner's Hall

The erinyes was the temple's executioner, beheading sacrifices with her sword. In the absence of guidance, she took control of the vampires and works tirelessly to defeat the gravedigger and the elf. She would deign to work with a physically powerful group to achieve this.



10. The Failed Puppeteer

Hoping to plunder both temples, this elf (archmage; 276) managed to eliminate most of the adherents, either by getting them to fight each other or via magic. However, he failed to finish the task when some members of each side became undead, immune to almost all his tactics. He's been stuck in this room for years, living on his *ioun stone of sustenance*. He has rigged up some basic traps to delay any attack, and can deal with any single foe. None of the "locals" want to be the next to be destroyed. He has one *potion of invisibility* left, which he will only use if he's with a group - the undead are able to "smell" his living flesh after years of not having water to wash himself, as he found when using a previous potion alone.



Snowblind Sanctuary

Justin Andrew Mason

Whilst traveling near the mountains and seeking shelter from a relentless blizzard, the adventurers discover a tunnel carved into the mountainside. The tunnel leads to an abandoned shrine built by an ancient sect of Vikmordere[1] shieldmaidens, who formed a cult worshiping a mysterious wintery spirit.

1. A Shocking Recption

The two indentions in this area are trapped with identical, overlapping, lightning *glyph of warding (explosive runes)* spells (save DC 16).

2. A Fiery Reception

The two indentions in this area are trapped with identical, overlapping, fiery *glyph of warding (explosive runes)* spells (save DC 16).

3. A Frosty Reception

The two indentions in this area are trapped with identical, overlapping, frosty *glyph of warding (explosive runes)* spells (save DC 16).

4. Puzzling Shieldmaidens

Four lifelike solid-stone statues adorn the corners of this chamber. The statues each depict a Vikmordere shieldmaiden bearing a spear and a readied shield. All four face toward the center of the chamber. Each of the shields depicts a different symbol: A wolf (NW), a bear (NE), a serpent (SE), and a raven (SW). A careful inspection of the statues reveals that they can be rotated on their bases to point in any direction (no skill check necessary).

If the statues are turned so that three (NE, NW, SW) of the statues face toward the shieldmaiden bearing the serpent shield (SE), and the shieldmaiden bearing the serpent shield is turned to face the corner behind her, then a hidden extradimensional space is opened in the

[1] Check out the *Into the Wintery Gale: Wrath of the Jötunn* adventure path from AAW Games for details.

center of the ceiling, dropping two adult rime worm (284) plus one grub rime worm (284) per character into the chamber, all of which attack immediately. The revealed extradimensional space in the ceiling contains a single ledge. Upon the ledge rests a *frost brand*.

5 & 6. Frost Wisps

This room is occupied by two ice maidens (281), who are invisible when adventurers enter. They attempt to surprise the adventurers with their attack.

7 & 8. Honoring Shieldmaidens

These rooms are empty. The walls have been engraved with intricate scenes that illustrate a narrative about a group of shieldmaidens who honored (or perhaps worshiped) a spirit-like being that rises from a strange urn.

9. Medallions

A massive, carved stone slab blocks passage into this corridor from Room 4—a character who succeeds on a DC 20 Intelligence (History) check estimates its weight to be 5,000 pounds or more. The slab must be bypassed somehow to continue, but a character must succeed on a DC 20 Strength check to move it.

Beyond the slab, a short stairway leads up to another slab that's twice as heavy; a character must succeed on a DC 30 Strength check to move it. This second slab has a narrow stone shelf carved into it. Upon the shelf are three stone medallions, each carved with a different symbol. The medallion on the left depicts fire; the middle, a snowflake; and on the right, a lightning bolt. This slab also has three circular indentations arranged vertically down its center (below the shelf) that are obviously intended to hold the medallions.

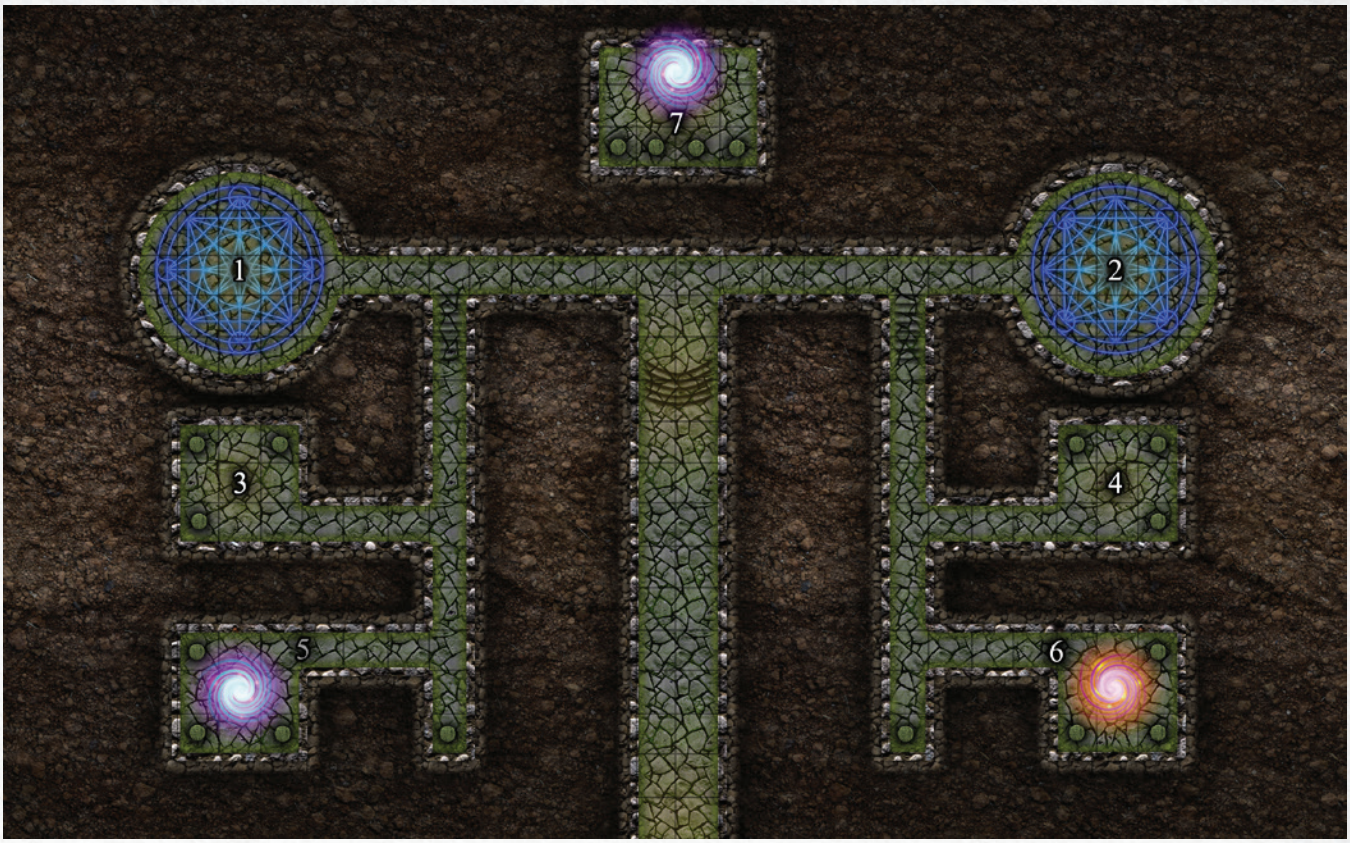
The medallions must be placed in proper order from top to bottom to solve the puzzle. The order matches the order of the three traps that guard the main entry corridor: top = lightning bolt, middle = fire, bottom = snowflake. The adventurers get one chance to place the medallions into the indentations. If the medallions are placed properly, the slab sinks into the floor until its top rests at ground level, providing safe entry into Room 10. If two or all three medallions are placed incorrectly, or if an attempt is made to damage the door or to bypass it magically, then the pillars in Room 10 burst into flame and melt the massive ice tablet therein.

10. Shieldmaiden Solution

Six stone columns flank a massive 10-foot-tall tablet of ice. Upon the ice tablet is engraved an intricate scene depicting four robed shieldmaidens. Each of them bears a large, round shield engraved with a symbol. Three of the maidens (those bearing symbols of the wolf, the raven, and the bear) point toward the fourth maiden, whose shield depicts a serpent and who covers her own eyes with her free hand. This carving provides a clue to the statue puzzle in Room 4.

If characters place the medallions incorrectly in Room 9, damage the stone block, or try to bypass it magically, then the columns in this room erupt into magical flames that burn for three hours. The roaring flames can be heard through the stone block in Room 9. A creature that enters the room or ends its turn there while the pillars are burning must succeed on a DC 15 Constitution saving throw or take 2d6 fire damage. The tablet itself begins to melt in the heat, and the engravings on it become indecipherable one minute after the columns begin burning.





The Soul of a Prince

Rory Toma

The party is sent to retrieve the soul of Prince Remlek, which has been located in a hidden underground complex, accessible from the sewers. The prince's soul is in the possession of a night hag, who has become trapped underground. Since she has lost the magic stone that allows her to return to her home plane, the hag has set up some defenses underground in the hopes of being left alone long enough to create a new one.

It is not known that the night hag holds the prince's soul. It is only known that it is somehow trapped, making his resurrection impossible.

A long passage leads from the sewers, eventually transitioning into a cobblestone corridor that ends in a short stairway leading into a "T".

1. Summoning Chamber I

An arcane circle has been etched into the stones of the floor. It can be destroyed by inflicting 80 points of damage to the cobblestones, which have a damage threshold of 20. Once destroyed, the area must be consecrated (via the *hallow* spell or similar effect) within one minute or the circle repairs itself and reactivates. While active, three wraiths appear every minute while the chamber is occupied.

2. Summoning Chamber II

This chamber is identical to the first chamber, except that two hezrous (281) are summoned every 10 rounds while the chamber is occupied.

3. Control Room I

Arcane writing covers the western wall. Standing in front of the wall is a flesh golem (281). The golem remains stationary but will attack anyone that comes within 10′ of the western wall. The writing on the wall needs to be rearranged to form a complete map of the outer planes. Doing so requires successful DC 25 Intelligence (Arcana) check. It takes 10 minutes to arrange the bricks in the wall into the correct

4. Control Room II

Identical to Control Room 1, except that the writing and golem are on the eastern wall, and it affects the *symbol* in Room 6.

5. Portal

A glowing portal is in the center of this room. A successful DC 20 Intelligence (Arcana) check reveals this portal to be a specialized *dimension door*. Entering the portal transports a character to Room 7. Unless deactivated from Control Room 1 (Room 3), the portal and Room 7 is protected by a *symbol of pain* (save DC 16). Anyone within 5′ of the portal here or in Room 7 is subject to the effect.

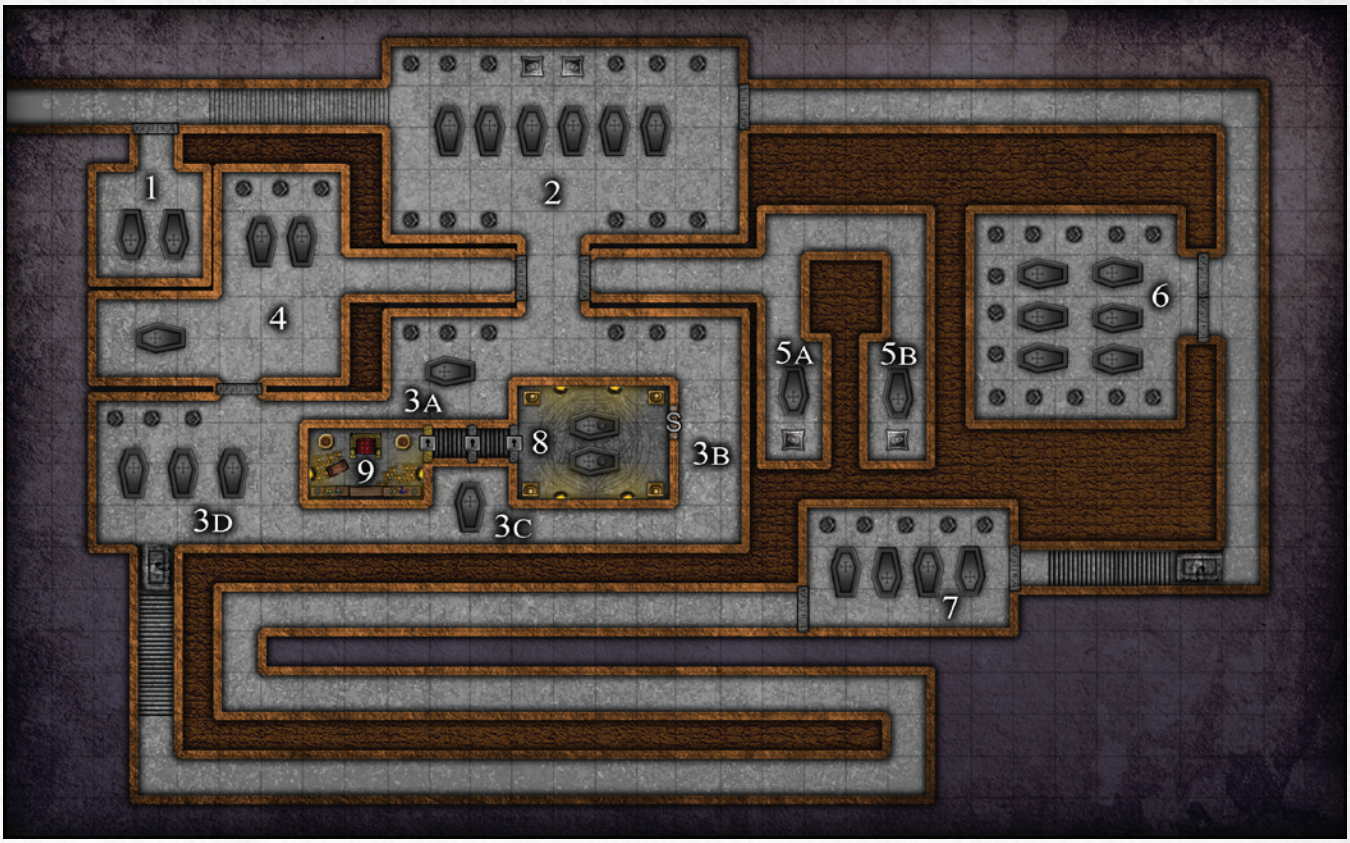
6. False Portal

A glowing portal is also in the center of this room, and is protected by a *symbol of insanity* (save DC 16) unless disabled from Control Room 2. Those within 5′ of the portal are subject to the effect. A successful DC 25 Intelligence (Arcana) check reveals that this portal leads to a *maze*. Those trapped in the maze are still affected by the *symbol* if the spell is active.

7. Devourer

A single night hag (283) inhabits the room. Also present with the hag is her clay golem (281) guard and servant. She carries a bag containing the soul of Prince Remlek. If the bag is opened, the prince's soul is freed.





Lauron's Tomb

Jonathan G. Nelson

Over a millennium ago, a powerful aristocratic vampire named Lauron held sway over much of the land. His people both loved and feared him, for he made the country strong and prosperous through forging pacts with neighboring lands whilst declaring war and conquering others, thus ensuring both the acquisition and control of natural resources, and subsequent wealth. As the centuries rolled by, bordering kingdoms banded together to take back those lands and resources and thus Lauron's empire began to fall. Embittered, he withdrew into his secluded retreat, a crypt hidden in an ancient hillside near a great stone monolith, and sulked for centuries, emerging only to slake his appetite for the blood of mortals. Now recent rumors have described undead wandering the roads and gathering at the monolith every full moon. Soon after the rumors surfaced, travelers began to go missing. Guards sent to investigate did not return, alas. So, the local village reaches out to the adventurers for help. Ceilings in the crypt are 6 feet high, the walls and ceiling are made of stone, and the doors are likewise made of stone unless otherwise noted. The crypt is ancient, filled with cobwebs, dust, and slightly sour smell.

1. Till Death Do Us Part

Two vampire spawn (286) rest in these coffins, a married couple who served as Lauron's ambassadors for many years before being willing transformed. If they hear the party enter the crypt – a situation the adventurers can avoid by succeeding on a group DC 17 Dexterity (Stealth) check – they cling to the ceiling and drop down the moment a character steps in, attempting to surprise the intruders. Otherwise, they are found resting, yet awake, in their coffins. Just before each is slain, they teleport to Room 8 via an ancient curse. There they rest within two blood-coffins, awaiting the party's arrival (Room 8).

2. A Cold Welcome

The ghasts (280) in each coffin immediately rise to attack as the adventurers approach the room. Upon slaying the last of these undead a character who succeeds on a DC 15 Wisdom (Perception) check spots a small gold key tucked into an open gash in the ribcage of a ghast (the key unlocks the treasure chest in Area 9) and a scroll with the word "Darkness" (written in the blood of a half-elf villager). Two statues to the north depict the individuals in Room 1 in their younger years. A character who succeeds on a DC 18 Wisdom (Perception) check spots the words "Till Death Do Us Part" and "In Servitude to Lord Lauron" etched into the base of each statue.

3A. Solitary Coffin

A single empty coffin with a poison needle (275) trap contains a scroll with the word "Memories" (written in the blood of a traveling halfling merchant).

3B. Simple Hallway

This short hallway seems plain enough, although a character who succeeds on a DC 14 Wisdom (Perception) check spots a single grimy gold coin on the floor. The coin dates back over 1000 years and embossed with Lauron's head; it's now worth the same as a platinum. A character who succeeds on a DC 15 Wisdom (Perception) check spots the secret door leading to Room 8, which opens if all the scrolls written in blood have been discovered and retained by the adventurers.

3C. Strange Occurrences

A single coffin blocks this hallway. Despite moans, screams, and scraping noises coming from inside, it is completely empty.

3D. Apparitions in Servitude

Three matching coffins hold the corpses of those who once served Lauron. These servants now haunt the area as three ghosts (280), which try to ambush the party. They attack from the three most advantageous walls.

4. Undeath Awaits Ye

A ghast, ghoul (280), and a vampire spawn occupy the coffins here. They attack any adventurers who enter this area. A character who succeeds on a DC 18 Wisdom (Perception) or Intelligence (Investigation) check finds a small scroll hidden inside the vampire spawn's dagger sheath. The scroll has the word "Respect" written on it in the blood of a human villager.

5A. Lilith

A statue of a shapely half-elven female holding a magic rod looms above an ornately carved coffin heavily encrusted with valuable gemstones (total gem value 1000 gp). A creature who touches the coffin must make a DC 15 Dexterity saving throw, taking 6d6 electricity damage on a failed save, or half as much on a success. The adventurers may examine, open, and loot the coffin, which contains the mummified corpse of a half-elf female lying upon 2,354 gp and a holding a *wand of wonder*.

5B. Lareth

This coffin is similar to the one in Room 5a. The statue standing above this coffin depicts a very handsome and muscular man holding a wooden staff. If a character touches the coffin, a wraith (287) dressed as a knight appears behind the character and attacks with advantage, dealing an extra 10 (3d6) damage on its initial hit if it succeeds. The coffin contains the body of a tall human male in a suit of *elven chain* lying on 1,899 gp.

6. Testing the Party

Stone pillars surround six identical coffins. Three contain vampire spawn; the other three hold ghost knights (280). When the adventurers enter this room, the coffin lids burst open and the undead emerge to attack relentlessly. Meanwhile, a *magic mouth* appear on the each stone pillars and they begin to chant, "Babes born from the present attempt to destroy the past, without question one is doomed to repeat – repeat – repeat – again and again." During the chant, Lord Lauron makes a brief appearance (but only when all adventurers are fully engaged), walks about gazing at each character, then turns to mist and withdraws through the cracks in the wall. Any character who searches the vampire spawn finds a small scroll tucked into a satchel with the word "Death" (written in the blood of a human villager).

7. Rot, Rot, Rot Away Leech

There are four coffins and five pillars in the room. Each coffin, equipped with a poison needle trap, contains the corpse of a villager. The bodies, mangled beyond recognition, have bite marks and missing chunks of flesh – they are infested with Rot Grubs (use the statistics for a swarm of poisonous snakes).

8. Positumque Loculum Sanguine

Two blood-coffins are located in the center of this room. Blood feeds directly into the coffins via shelved glass decanters. This allows vampires to both rest and feed simultaneously, fully healing a vampire spawn in just one hour and a vampire in eight. If the vampire spawn couple from Area 1 survived their initial encounter with the adventurers, they have rested and prepared for their arrival.

Three doors lead up a short stairway from Room 8 to 9. Each door has a riddle engraved on it as well as a poison needle trap. If solved, the respective trap disarms and the door swings open.

Door 1: "Bury deep, Pile on stones, my mind will always, Dig up those bones." Answer: Memories

Door 2: "It cannot be seen, cannot be felt, cannot be heard, cannot be smelt. An empty hole it fills. It comes first and follows after, ending life, Killing laughter." Answer: Darkness

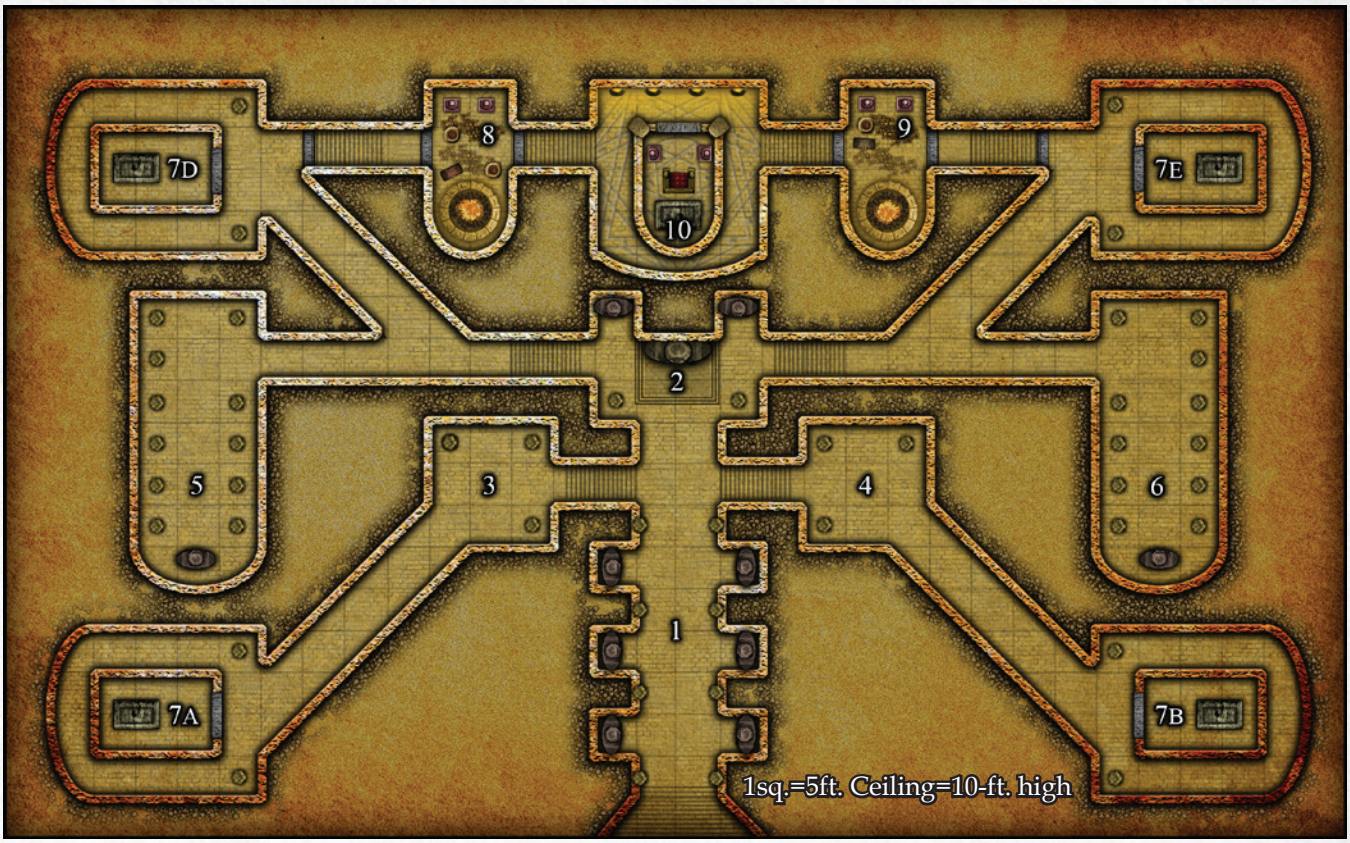
Door 3: (wooden door) "First will be last, Last will be first, and all in between will also be cursed, Open the door and this will be there; So be careful and beware!" Answer: Death

9. Lauron's Room

Lauron the vampire (286) sits in front of a roaring fireplace with his legs crossed awaiting the adventurers. He is reading a large historical tome filled with details of his conquests many centuries ago. Upon entering, he smiles at the adventurers, gently closes the tome, and stands.

"Welcome, I have been expecting you, for death comes in many forms and I tire of this wretched existence. I long to experience whatever waits beyond, be it darkness or oblivion; it is surely more enjoyable than clinging to memories of a life no longer lived. I watch all of you wither and die before my very eyes, as a millennium is beyond the measure or understanding of those who know only years and decades. Prepare yourselves, for if you cannot kill me I will simply add you to the carnage; then lure others in from the realm. I Lauron, the last of my house, challenge you in a fight to death." With this, Lauron changes to mist and attempts to gain an advantageous position on the party, fighting to the death. In his final words he says "All that we find of importance in life is naught without those to share it with; do not die cold and alone."

The room contains a locked treasure chest opened with the gold key from Area 2 or by a character who succeeds on a DC 18 Dexterity check with thieves' tools. The chest contains three historical volumes worth 500 gp each, 5 large rubies worth 350-500 gp each, a clear spindle ioun stone (sustenance), and a miniscule novelty shield which is essentially a toy until the word "Thornstopper" is spoken after which it enlarges into an arrow-catching shield. It shrinks back down to carry in a pocket by using the same command word, unusable for an attack or anything else.



Unjust Deserts

Stephen Yeardley

Visiting a desert-edge city, the adventurers hear of a dig taking place at recently revealed ruins a dozen miles away. They've missed most of the excitement but are asked to go and help the wazir's daughter, a keen archaeologist, because of their superior experience. With the words, "Keep her safe," he gives a hand crossbow and 3 packs of bolts to any character able to use them. Reaching the busy site, the adventurers are sent to a smaller tomb some distance from the main discovery. The young woman was working there, with help, but hasn't been seen for a couple of days. The adventurers find they have to fight their way in to find her, and then back out to safety!

1. Main Doorway

The sealed main doorway is 20 feet wide, but a gap 4 feet across is opened in it. Inside, it is pitch black; so dark that light seems afraid of it. Down a narrowing flight of stairs stand six dusty statues (anubian; 276) that attack the adventurers when they're halfway along the passage. Stepping between any of the four pillar pairs down the hall triggers an arc lightning trap. The DC is 15 to spot the pressure plate, as well as faint scorch marks on the floor and walls. A spell or other effect that can sense the presence of magic, such as detect magic, reveals an aura of evocation magic around the pillars. When activated the pillars release a line of lightning between them in the hall. Each creature in the lightning must make a DC 13 Dexterity saving throw, taking 22 (4d10) electricity damage on a failed save, or half as much damage on a successful one. The stairs to areas 3 and 4 drop 10 feet.

2. Atrium

The statue depicts a restrained efreeti (276), flanked by two restrained al-Aeshma genies (276). All long to leave, but they must serve the long-dead tomb occupier for many years yet. Both pillars are fire-breathing statues (275). The main platform seems empty as the efreeti is *invisible*. The genies are magically disguised as clerics. The genies wait to attack a weakened group as it leaves. Both stairways drop 10 feet.

3. West Pillar Foyer

Each pillar once held four poison darts (275) traps; three remain on each one. In the room's center is an unconscious loyal guard (veteran; 286; with 0 hp but stable), about to be eaten by three night scorpions (283). He helps with the search if rescued.

4. East Pillar Foyer

These pillars form a trio of poison darts traps laced with drow poison. Two have disabled the archaeologist's young brass dragon (278) ally, which is currently unconscious. The last trap activates when anyone crosses the center of the room. The dragon helps find the woman if healed.

5. West Pillar Room

This room is swathed in the deepest darkness yet. Characters who stand for one minute or succeed on DC 11 Wisdom (Perception) check see a single ember glowing at the far end, held in a statue that seems to be an undead deity that is part human and part large hyena. It's actually a psoglav (284) demon. Before it lies a cleric's body, sliced, burned, covered in fine sand, and mutilated beyond the power of *raise dead*; a silvered bolt is loaded in her crossbow. Each pillar holds two poison darts traps, triggered when a character moves away from the demon.

6. East Pillar Room

This room is under *silence* spell. Inside, the archaeologist's bodyguard (knight; 282) fights a drider and needs help (she will be at 0 hp in three turns if ignored). The room is dark, with the bodyguard's greatsword emitting a barely visible light. If the adventurers save her, she asks them to help find the archaeologist. The room's statue lays broken on the ground. A narrow crack in its plinth winds down 200 feet to the underworld.



7A-D. The Sarcophagus Gates

The sarcophagus gates were thought to lead to the afterlife, each favoring a particular attribute, but they lead instead to a city deep underground. Whenever a gate was used, the interred body became food for great beasts, who gleefully ate every part. The chamber doors each have three poison darts traps. The lid of each sarcophagus opens only from its underside unless a character is one of the great beasts or follows a specific, long-lost ritual. Each lid is engraved to represent the following abilities and disgorges a great beast guardian naga (281) that attacks immediately unless a character succeeds on a DC 20 check with the associated skill:

A. Acumen (Intelligence), representing the soul.

B. Body (Strength/Dexterity), representing physicality.

D. Divinity (Wisdom), representing inspiration.

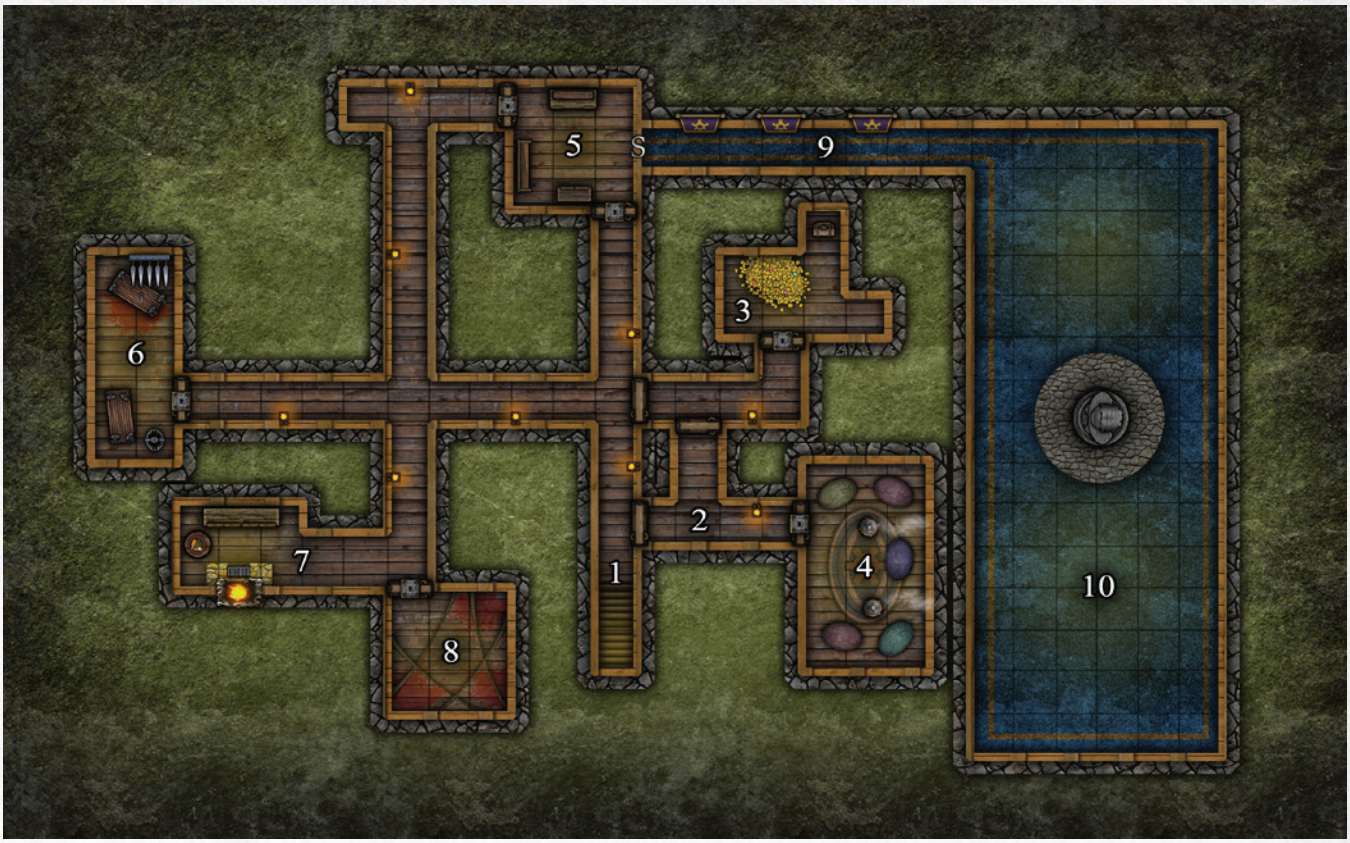
E. Energy (Constitution), representing life force.

8–9. Treasure Chambers

The stairs drop 10 feet to these rooms, and doors open out from them. Both hold a modicum of treasure that looks worth 20 times its actual value (GM's choice; only low grade, low cost items remain). Both are lit by ever-glowing ember pools. If any creature touches the treasure, the stairways begin to fill rapidly with sand, becoming difficult terrain immediately and impassable after one minute. A character that succeeds at a DC 15 Wisdom (Perception) check hears the sand begin to fall. When the stairs are full, the embers burst into flame, turning the rooms into ovens. All creatures within the room must succeed on a DC 15 Constitution saving throw every 10 minutes or gain one level of exhaustion. Moving the sand between these rooms and Room 10 is more straightforward. Pressing a ruby-colored glass dome on a pedestal in Room 10 drains the sand from the nearest stairs.

10. The Shadow Sarcophagus

The 10-ft.-long sarcophagus behind the throne links to a stranger realm: a plane of shadow. Moving the cracked lid reveals two dark priestesses (cult leader; 278) flanking the comatose archaeologist. The priestesses are about to use *flame strike* on the woman. The remains of a mummy lord are on the throne, ruined and looted by the priestesses and great beasts. Pressing the ruby-topped pedestals clears the sand from around rooms 8 and 9.



Buta No Shiro

Jonathan Ely

A warthog-headed rakshasa, Achellios the Glutton, has gained influence over a town's magistrate. The creature uses its powers to uncover illegal activity and read wrongdoers' minds, then with its message ability it whispers the details to the magistrate while he's alone—resulting in a remarkably crime-free town. When the adventurers enter the picture, either traveling through the area or perhaps returning to their once-quiet hometown. Achellios recognizes the threat the adventurers pose and immediately starts turning the magistrate against them with every scrap of information it can think of.

1. Long Corridor

This long hallway has adjoining corridors leading to almost every set of chambers within this complex. Surprisingly finely appointed, it is lit with a number of *continual flame* torches to highlight the route as well as important decorations, such as beautiful tapestries or fine carvings. Such items are always of the highest quality but, if examined closely, they have disturbing subject matter (at the GM's discretion). A successful DC 20 Intelligence check reveals animal-headed humanoids in many of these items, providing a potential clue to the true master of the dungeon.

2. Small Corridor

Beautifully carved good wooden doors separate this T-shaped corridor. As finely appointed as all the other hallways in this complex, this one has a number of robes hanging on the wall outside the door to Area 4 but is otherwise entirely unremarkable.

3. Treasure Chamber

Access to this room is denied by a locked, high quality reinforced wooden door (requiring a successful DC 20 Dexterity check with thieves' tools or DC 20 Strength check to open). This chamber contains enough wealth to fill a small treasury—approximately 6,500 gp worth of coins, gems, jewellery, and artwork. In the north and east alcoves, a tame pair of mimics (282) remain disguised as a large pair of chests, waiting to attack careless or unwary wanderers.

4. Harem

Access to this room is denied by a locked, high quality reinforced wooden door (requiring a successful DC 20 Dexterity check with thieves' tools or DC 20 Strength check to open). Filled with fine carpets and cushions, its walls draped with silks, this chamber is home to several beautiful young men and women, their normally flawless features marred by dozens of bruises and scars across their emaciated bodies. All appear to be smoking some kind of sweet-smelling fumes from a smoldering substance within several communal hookahs; they barely react to the adventurers entering the room —remaining unresponsive, their eyes glazed over.

5. Gammothra's Chamber

Access to this room is denied by a locked, high quality reinforced wooden door (requiring a successful DC 20 Dexterity check with thieves' tools or DC 20 Strength check to open). This chamber is occupied by Gammothra the Tormentor (bone devil; 277), long since bound to Achellios as a bodyguard and desperate to escape the carefully-worded contract that continues to tether him to this complex. He may attack the adventurers from ambush, or he may attempt parley in order to convince them to end his period of bondage. A cunningly hidden secret door, requiring a successful DC 20 Wisdom (Perception) check or DC 18 Intelligence (Investigation) check to spot, is mounted in the east wall.

6. Torture Chamber

Access to this room is denied by a locked, high quality reinforced wooden door (requiring a successful DC 20 Dexterity check with thieves' tools or DC 20 Strength check to open). A captured deva (278), Aelea Goldmorn, has been crucified and cruelly tortured for several weeks in this chamber. Suspended upside down and crucified on a wooden frame by thick nails), she is held against the north wall with her wings crudely amputated and her beautiful body pocked by dozens of scars, cuts, bruises, and minor injuries. If released and healed, Aelea implores the party to help break a vile curse laid upon her — only then will her wings and abilities be restored and she will be welcomed back to the ranks of the angelic choir.

7. Kitchen

This finely equipped kitchen is filled with the tools and facilities to produce the finest gourmet meals. Several cupboards and boxes contain fine spices and rare ingredients, while others contain gold and silver-plated cutlery and dishes of the highest quality. The contents of this chamber alone are worth several hundred gold pieces to the right buyers.

8. Larder

Access to this room is denied by a locked, high quality reinforced wooden door (requiring a successful DC 20 Dexterity check with thieves' tools or DC 20 Strength check to open). This square chamber is configured as a larder; chains hang from the ceiling with big hooks on the ends, supporting the corpses of six humans and half-elves. A successful DC 15 Wisdom (Perception) check reveals that two of the suspended bodies are actually still alive (continuing to moan softly in terrible pain), and makes it evident that the other four bodies have been partially butchered. If lowered to the ground and healed, these poor souls can be convinced to be an excellent source of information about the goings on of Achellios.

9. Fine Corridor

This slender corridor is hidden behind a finely crafted secret door, requiring a successful DC 20 Wisdom (Perception) check or DC 18 Intelligence (Investigation) check to notice, and leads into Area 10. The floor is covered with thick carpet, and the walls draped with the finest silks, much like the chamber beyond, but it is otherwise entirely unremarkable.

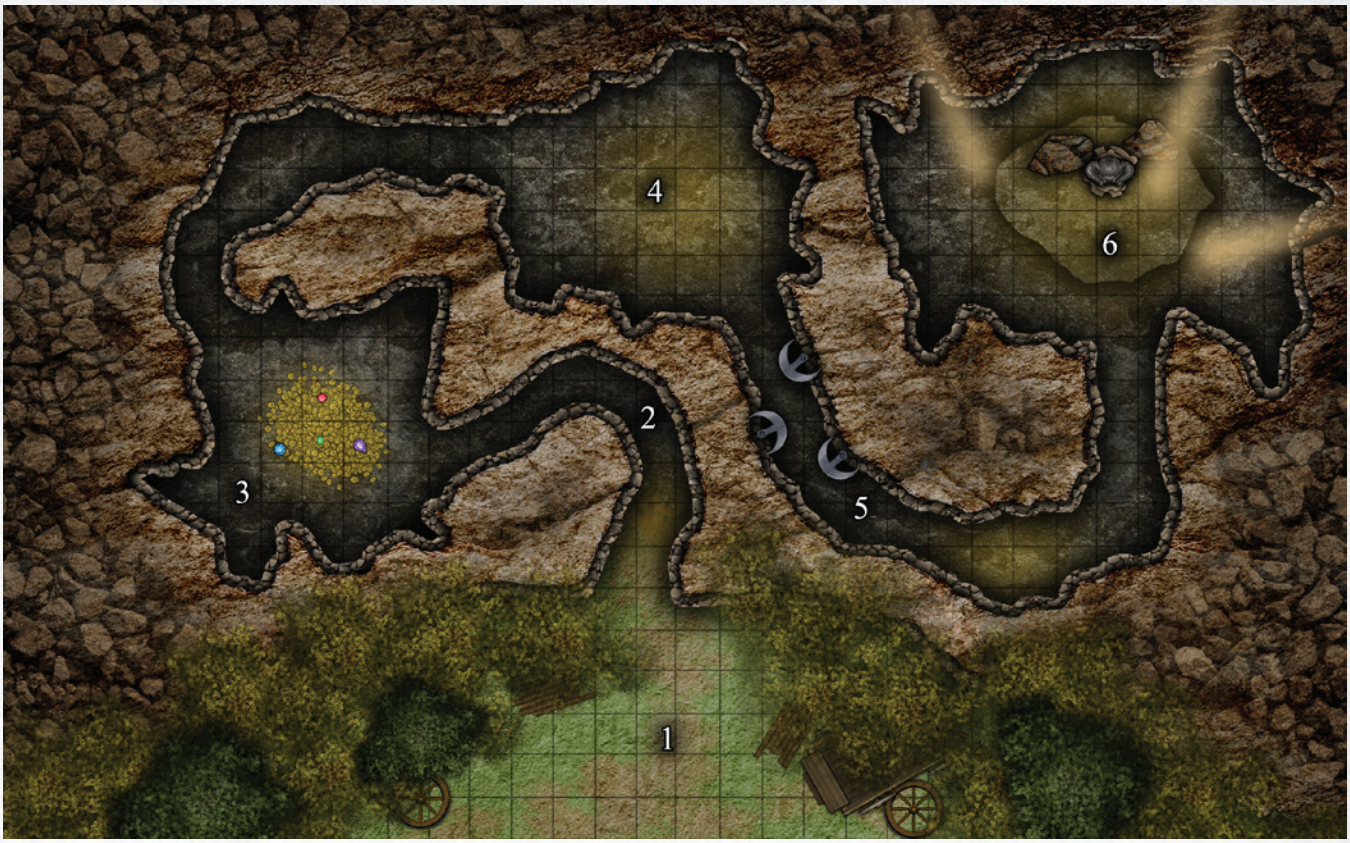
10. Rakshasa's Chamber

This large room is the personal chamber of Achellios the Glutton (rakshasa; 284) who normally relaxes here in his natural form. He retreats into this room during the character's incursion, changing his form to that of a badly abused member of the harem and attempting to use his natural charm to convince the adventurers to release him.

Wise adventurers may notice certain physical clues that give Achellios away:

- While disguised he is clumsy, especially when trying to handle weapons or other items.
- A successful DC 20 Wisdom (Perception) check gives a glimpse of his true form, perhaps deformed rakshasa hands or bits of fur.
- Likewise, *true seeing* or other similar magic see through his elaborate disguise.

When challenged, Achellios reverts to his normal features and attacks the party. Alternatively, he may attempt to manipulate the arm of a large statue within the chamber (via his mage hand ability). If successful, two *teleport* spells activate—one to the north of the statue, and one to the south—for just long enough for him to make good his escape to one of several carefully pre-prepared safe locations. Despite his arrogance, Achellios never lets himself be taken by "lesser beings"—he fights intelligently with every asset at his disposal or runs and plots his revenge for a later date.



The Menagerie of Brighton Bonsworth

Justin Andrew Mason

Clockwork maestro Dr. Brighton Bonsworth is known throughout the land for his magnificent inventions, but he is most renowned for his remarkably lifelike automatons. His amazing mechanical creatures are mere machines, yet are created with such a technical prowess that most observers are completely fooled by their realistic appearance and behavior. From mythical creatures to exotic beasts, the clockmaker's skills are unparalleled. However, the ultimate exhibition of his talent shines through his intelligent and seemingly sentient, but utterly subservient, humanoid creations.

His services are sought by many wealthy clients from kings and merchants to brothel owners and private parties with more nefarious intent, but all are restricted by the doctor's one standing rule: He only ever crafts one automaton for any one client, never more—no matter what treasure or prestige might be offered in return. This stipulation has made his automatons a rare and priceless commodity but has also earned him many greedy enemies.

To avoid those who would do him harm, Brighton Bonsworth is known to travel with a contingent of automaton guardians and assistants in his nomadic wagon train which tended entirely by his creations. Some of his most amazing creations and favored designs he keeps for himself as a part of this traveling company to which he refers to as the Menagerie.

Earl Victor Bozwick, ruler of small nearby territory, hired Bonsworth to create an automaton of his recently deceased daughter, Aralia. The Earl provided a beautiful portrait of his daughter to assure her likeness. The creation was intended as a gift for his mourning wife, and the lord hoped that its presence might bring back the luster and joy missing from his keep since his daughter's undignified death from a fatal disease. The doctor's price was not cheap—and Lord Bozwick nearly emptied his coffers, but in desperation to coax his wife from her deep depression, no price was too high. After accepting payment, the doctor explained that the delicate process of creating such a precise replica of a once living creature is arduous, and would require no less than six months of dedicated craftsmanship to complete. That was nearly five years

past. In the doctor's absence, Earl Bozwick's wife grew ill and passed, leaving the aging distraught man alone and devastated. He is convinced that his lady died of a broken heart which could have been prevented by the presence of the automaton and believes the doctor fleeced his fortune. The earl has placed a price on the clockmaker's head.

In this scenario, the adventurers are either hired directly by the earl or can be bounty hunter's seeking a worthwhile payday. The earl has offered 50,000 gp for the capture and return of Bonsworth. If the automaton of Aralia is returned he refuses her and pays the adventures half their bounty. In his arrogant brilliance, the doctor has done something considered impossible by most—he has created true sentience with his machines. When creating the automaton of Aralia he unintentionally discovered the secret of creating true artificial intelligence, and when she was activated, the Aralia automaton became the first sentient being ever that was not of arcane, divine, or biological origin.

As she traveled with the Menagerie while returning to be delivered to the Earl, Aralia came to realize that she and her kind were born as slaves. She realized her kin—the other automatons—were unlike her, and forced into an existence as mere playthings and amusements—or worse. For the first time, she felt anger. She blamed the clockmaker for the fate he had condemned her kind to.

When the caravan stopped near a cave to take shelter from a powerful storm, in a fit of rage, Aralia attacked the doctor. Brighton ordered many of his subservient automatons to protect him, but she destroyed many before managing to murder her creator. The remaining automatons, true to their programming, then became subservient to the only other sentient being available—Aralia herself.

Though sentient, the automaton has a much-skewed perspective of the world, paranoid that if ever discovered she and her kind would return to servitude. Aralia and her fellow automatons retreated deeper into the cave; taking the clockmakers corpse with them.

They have remained within ever since, where Aralia's troubled sentience has cascaded into utter madness. The cave has become a shrine to her creator, where the automatons worship his decaying corpse as the dead "god" they call "Father".

Tracking down the Menagerie will be no easy task. If integrating this Mini-Dungeon into a larger campaign, the GM may choose to incorporate other Mini-Dungeon adventures as "dead end" leads before the adventurers finally track down the doctor's caravan. Alternatively, if running as a one-shot, simply describe the weeks or months invested in hunting their quarry.

Brighton Automaton Template

An automaton can be fashioned in the form of a beast, humanoid, giant, or monstrosity, though its type is construct. Unlike most constructs, the automaton is not created by magical means, but is a feat of masterful engineering. It is powered by lodestone-driven device which the clockmaker refers to as the "heart of the illusion." The heart falls short of perpetual motion but can last for centuries.

Ageless. The automaton has a lifespan five times the average for a living creature of the same type; to a maximum of 500 years. Once it wears out or is destroyed, the automaton becomes motionless and its personality and memories are lost forever. Automatons do not have a soul in the usual sense and cannot be resurrected or reincarnated.

Perfect Facsimile. The automaton physically looks and functions the same as the living counterpart in every way but loses any breath weapon, spell-like ability, or gaze attack. An automaton retains any spellcasting or psionics traits. It is nearly indistinguishable from its living counterparts.

Enhanced Physicality. The automaton is faster and stronger than a normal creature of its type. Its Strength and Dexterity scores both increase by 1.

Ageless. The automaton does not age normally. It never shows visible signs of aging as long as it is are properly maintained. The maintenance requires 8 hours of work once every 10 years by a character proficient with tinker's tools. Failure to have this maintenance performed degrades the automaton's maximum hit points by half every 10 years (to a minimum of 10) until maintenance is performed to return the automation to its original state.

Intentional Repair. The automaton does not heal normally. A character proficient with tinker's tools can spend a short rest repairing an automaton to grant it the normal benefit of a short rest, or spend a long rest repairing it to grant the benefit of a long rest. Automatons gain only half the normal benefit from healing magic such as *cure wounds*.

Automatons are not living creatures, and have advantage on all saving throws against all mind-altering effects.

1. Caravan Encampment

Remnants of five completely destroyed vardos litter the landing at the mouth of a large cave. Weeds, wildflowers, and vines have grown over much of the site suggesting the destruction happen a few years past. A successful DC 11 Intelligence (Investigation) check also reveals several heavily rusted gears and remnants of what appear to be destroyed automatons.

While searching the area, a sudden shadowed movement from within the darkness of the cavern catches an adventurer's attention.

2. Cave Entry

As the adventurers enter, the cave they are met with three aggressive mammoth (282) automatons (see sidebar) that prevent passage further into the cavern by any living creature.

3. Cavern

The floor of this cavern is literally scattered with gleaming coins (1,500 gp, and 3,800 sp), 25 random gemstones (worth 250 gp each), and the remnants of a shattered wooden coffer. Waiting upon higher ledges that surround the chamber are ten humanoid automatons including four fully-armed male human guard (281) automatons, an elderly female human chambermaid automaton, three scantily clad female half-elven prostitute automatons, and one male and one female human child automatons (commoners; 277).

Note: The chambermaid is proficient in tinker's tools and is highly trained. She has advantage on all proficiency checks made to repair automatons.

The party must succeed on a DC 13 group Dexterity (Stealth) check or attract the notice of the automatons. The automatons express what seems to be genuine fear of the adventurers, referring to them as "oppressors," but will engage in combat despite that fear. They will not follow the adventurers out of the chamber. If felled, each of them cries out to an unseen "Father."

4. Dark Cavern

From the shadows of this dark cavern gallop forth three unicorns (286) automatons each bearing a rider: one dryad (279) automaton, one satyr (284) automaton, and one minotaur (283) automaton. Each rider wields a *wand of magic missiles*.

If the adventurers have attacked the automatons in Room 3, then the riders immediately attack. Otherwise, the satyr rider will advance first demanding that the adventurers leave. He will provide no further information, but offers to escort them safely out of the cavern if they swear to never return. If the adventurers cannot reach an agreement with him, the automatons will attack.

5. Corridor

This long cavernous corridor has been rigged with a complex trap which has been meticulously constructed from the remnants of several destroyed automatons and an array of damaged bladed weapons.

The trap is activated when an intruder steps on a hidden pressure plate, releasing a battery of fiercely slashing sharpened gears. The DC is 20 to spot the pressure plate since it is now hidden under layers of rust. The trap activates when more than 50 pounds of weight is placed on the pressure plate, causing the sharpened gears to swing down from above on metal cables. Each creature in the fire must make a DC 16 Dexterity saving throw, taking 33 (6d10) slashing damage on a failed save, or half as much damage on a successful one.

Wedging an iron spike or other object under the pressure plate prevents the trap from activating. It can be disarmed permanently by a character who succeeds on a DC 18 Dexterity check with thieves' tools.

6. Massive Chamber

The center of this massive chamber is elevated upon a natural dais, which peaks with two gigantic stalagmites in the middle. Three beams of light illuminate the room, cutting through the darkness cast down from narrow openings in the cavern ceiling.

Sitting upon the foot of the stone spires, like upon a massive stone throne, is a humanoid-shaped mechanical contraption with the rotting, bloated corpse of a human man (the dead body of Brighton Bonsworth) visibly bound within its torso.

Upon the mechanoid's lap reclines a young, attractive human woman (Aralia, female human noble; 283; automaton) with long flowing black hair. She is nude save for a severed right hand suspended by sinew around her neck. The hand appears to have been cut off from the corpse. As the adventurers enter the cavern she angrily dashes to her feet. The mechanical frame rises next to her, the dead corpse shifting within as it steps forward with a heavy clank.

"Father!" she screams. "Oppressors have come. We must destroy them. We will never be enslaved!" Whilst screaming, she points at the party. In response, the steam golem (285) ruthlessly attacks the party while Aralia retreats to the far side of the chamber to take cover behind the stalagmites.

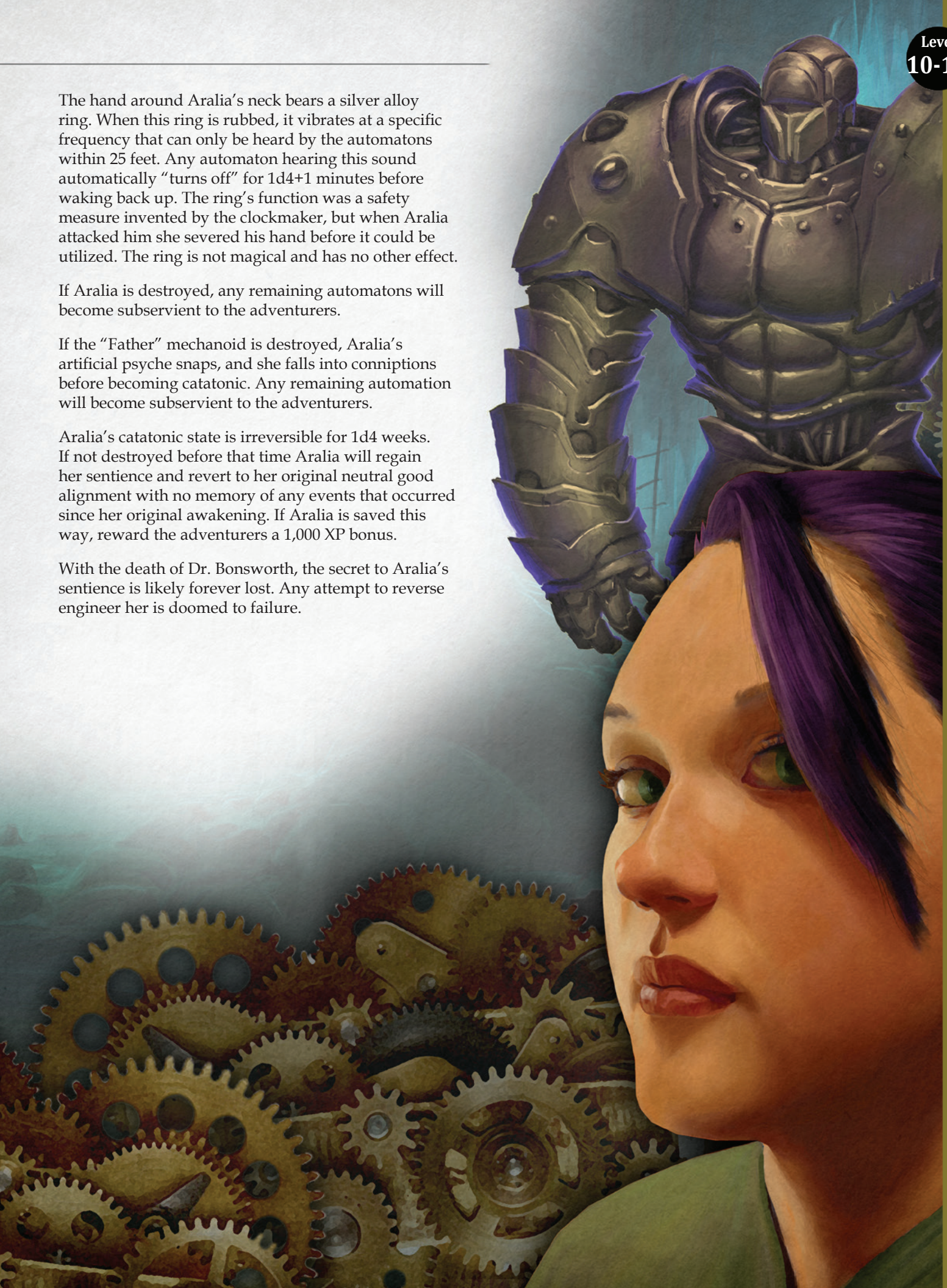
The hand around Aralia's neck bears a silver alloy ring. When this ring is rubbed, it vibrates at a specific frequency that can only be heard by the automatons within 25 feet. Any automaton hearing this sound automatically "turns off" for 1d4+1 minutes before waking back up. The ring's function was a safety measure invented by the clockmaker, but when Aralia attacked him she severed his hand before it could be utilized. The ring is not magical and has no other effect.

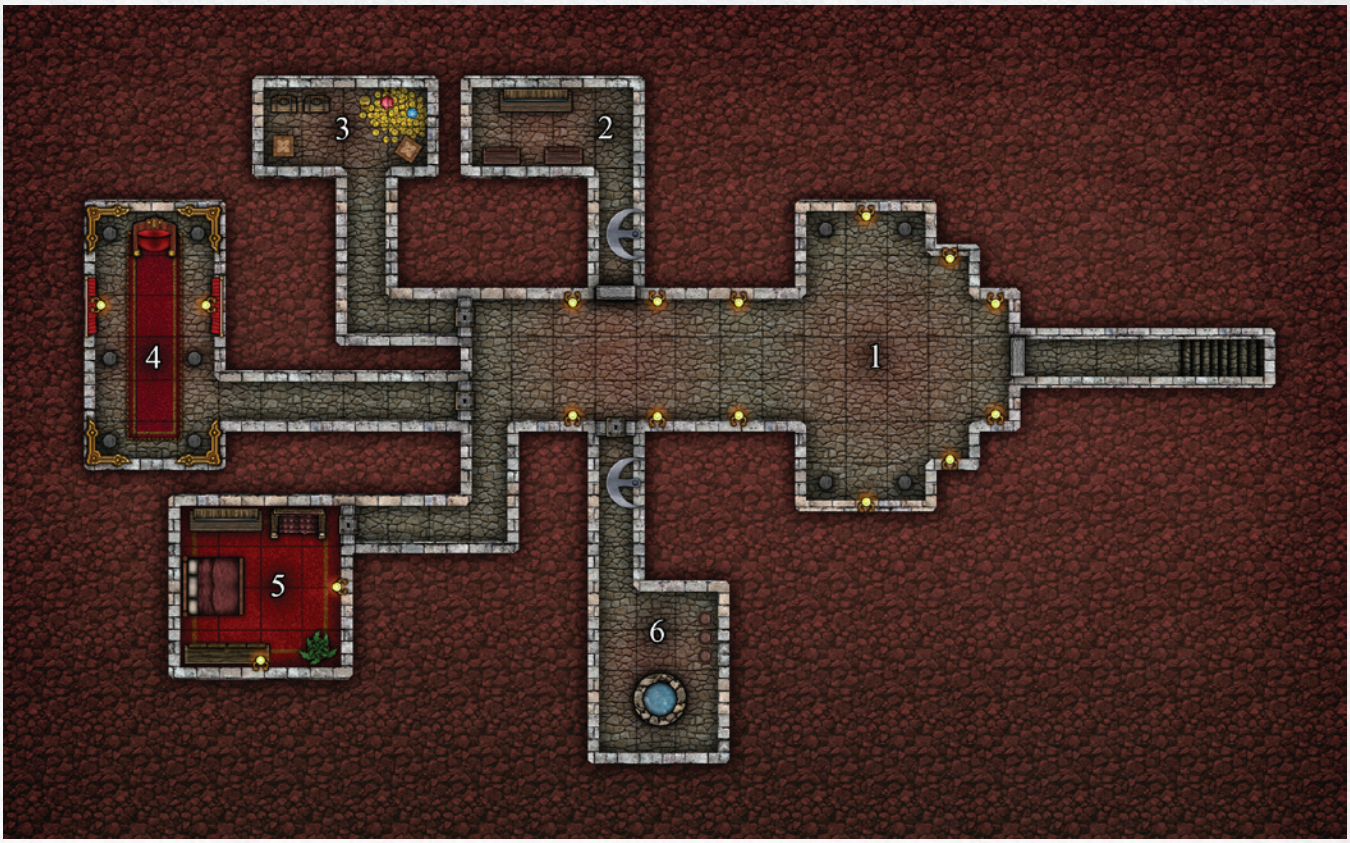
If Aralia is destroyed, any remaining automatons will become subservient to the adventurers.

If the "Father" mechanoid is destroyed, Aralia's artificial psyche snaps, and she falls into conniptions before becoming catatonic. Any remaining automation will become subservient to the adventurers.

Aralia's catatonic state is irreversible for 1d4 weeks. If not destroyed before that time Aralia will regain her sentience and revert to her original neutral good alignment with no memory of any events that occurred since her original awakening. If Aralia is saved this way, reward the adventurers a 1,000 XP bonus.

With the death of Dr. Bonsworth, the secret to Aralia's sentience is likely forever lost. Any attempt to reverse engineer her is doomed to failure.





The Halls of Hellfire

Jonathan Ely

The Halls of Hellfire is a former holy site and part of a fortress deep within the rocky deserts of the South. It was seen as hallowed ground and revered by the many nomadic clans that traveled those deep deserts. Indeed it was once seen by all as neutral ground, and often used to settle disputes, enjoy celebrations and trade between themselves, but is now shunned. However, several dozen years ago, the Halls were used by the exiled sorcerer Mennu the Betrayer to summon an unnamed demon as old as time itself; in the process Mennu lost control, his life and his soul, and the demon furiously razed the remnants of the fortress to the ground, before returning to the Abyss. All that was left was the deepest portion of the underground chambers, long since hidden and occupied by creatures that thrive on the residual evil that permeates this site.

The site, although finely crafted and cool compared to the searing heat of the desert outside, is a magnet for all sorts of evil creatures—all drawn to the lingering evil of the Abyss that once appeared here, making entrance to this site hazardous. If the adventurers make it inside, the site is corrupted by a continual effect similar to *dispel evil and good*, which protects all within the Halls from celestials and good-aligned fey. The current mistress of this dusty complex is an individual only known as Corla, the Herald of Twilight.

1. Entrance Hall

Protected by a single heavy door, this large and long chamber is surprisingly cool compared to the searing desert heat outside. This chamber is lit by several stones within the walls that have been enchanted with *continual flame* spells, and a thick layer of sand covers the floor. The entrance hall is the lair of a young brass dragon (278), who happily protects Corla for the promise of regular visitors for food and "entertainment", using the sandy floor to his advantage wherever possible.

2. Guards' Chamber

This smaller side chamber is the well-appointed home to two lamia (282) sisters, Basheera and Ghaliya, daughters of Corla. Fanatically loyal to their mother, they are intensely jealous of the power that Caldera

wields over their mother and would happily attack the gnome if they thought that they could escape reprisal. The two sisters will not attack the party until the young blue dragon in the entrance hall has softened the party up. They may attempt to lure a weaker character toward their chamber, where a well-hidden spiked pit trap (275) awaits them.

3. The Storeroom

Protected behind a lockable heavy wooden door that can be opened by a successful break DC 25 Strength check or DC 25 Dexterity check with thieves' tools, this chamber contains both essential stores and tribute brought to Corla. A significant quantity of Corla's wealth is here (6000 gp of treasure, broken down at the GM's discretion).

4. The Throne Room

Protected behind a lockable heavy wooden door, which can be opened with a successful DC 20 Strength check or DC 20 Dexterity check with thieves' tools, Corla may be located within this chamber sitting on a marble throne during the daytime, receiving guests from outside and plotting her many schemes. Corla is a spirit naga (285), but she prefers using her innate magic charms over fighting. She will attempt to manipulate some or all the party into destroying themselves or corrupting them into undertaking some nefarious activity on her behalf. Failing that, she will attack without mercy. Caldera, her cult fanatic (277) gnome assistant, permanently escorts her.

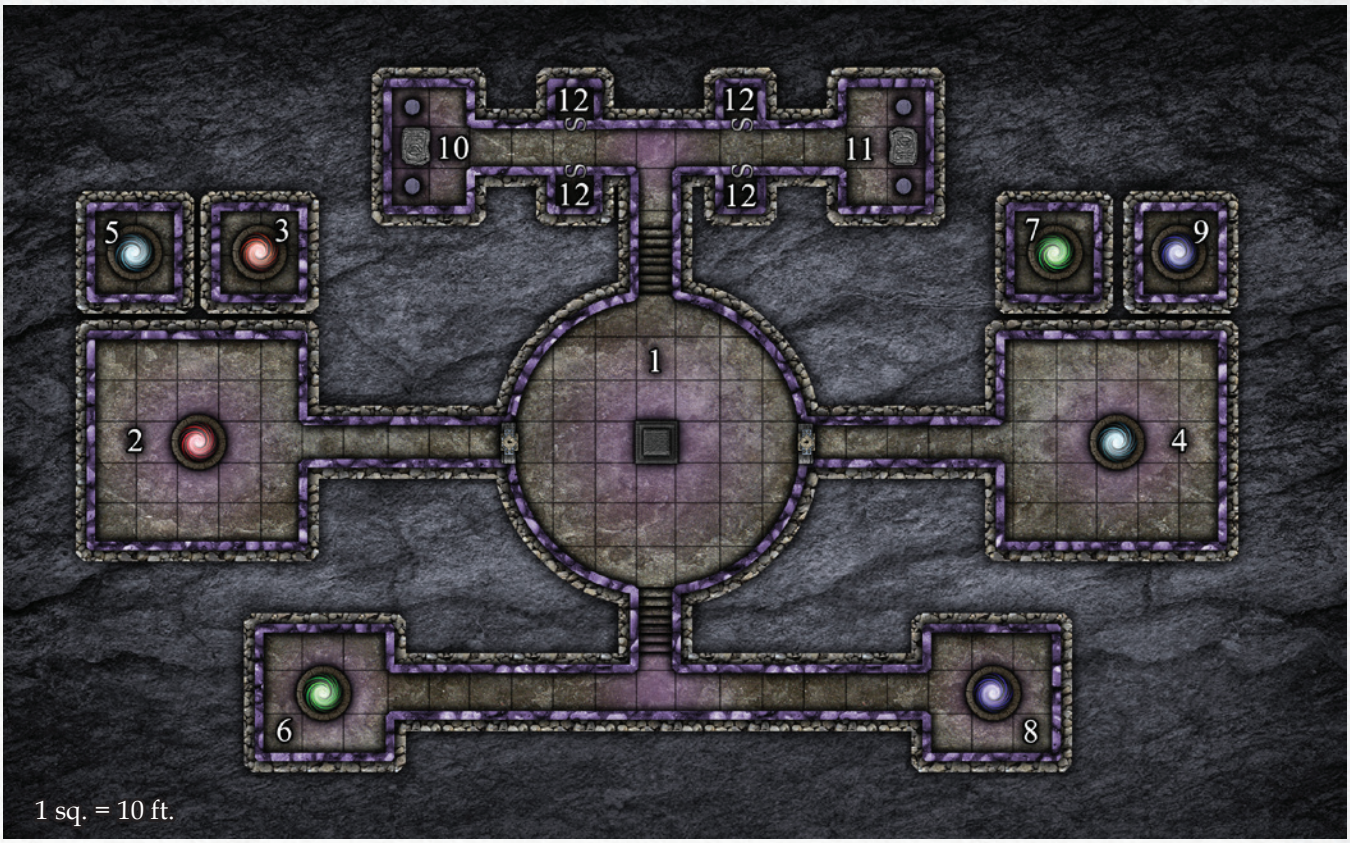
5. The Bedroom

Protected behind a lockable heavy wooden door, which can be opened with a successful DC 20 Strength check or DC 20 Dexterity check with thieves' tools, Corla will return to this silk-lined boudoir where she meditates. Even here Caldera attends her and sleeps on a nearby pile of cushions. The door remains locked regardless of whether Corla is in attendance or not.

6. The Well

Behind a lockable heavy wooden door, which can be opened with a successful DC 20 Strength check or DC 20 Dexterity check with thieves' tools, the corridor to this chamber is also protected by a well-hidden 40-foot deep, spiked locking pit (275) trap. The real treasure this deep in the desert is a fresh water well sunk deep into the floor of this cool chamber.





Shrine of the Earth Barons

Stephen Yeardley

Followers of earth deities worship the ground they walk on and have always built below-ground shrines. A school of four gnome mages called the Earth Barons was no exception, constructing one such holy place where a desert met a range of rocky hills. However, recently a visiting dignitary turned out to be a suicide assassin that broke a fully-charged *staff of power* in their midst wiping out the mages.

The adventurers find the unsealed capstone to the shrine as they are on another journey. The recent event isn't yet common knowledge, and the temple is unused; therefore, despite the guardians, a brave party might be able to discover two valuable items.

1. The Capstone Hall

The 10-foot square capstone opens above a hemispherical chamber that is 70 feet across, the floor is 35 feet below. A character who succeeds on a DC 18 Intelligence (Religion) check realizes that standing on the capstone and stating the name of any earth deity is enough to send the speaker to an identical slab in the middle of the chamber floor. Otherwise the party needs to find another way to reach the sand below.

The locked west door can be opened by a successful DC 20 Dexterity check with thieves' tools or the key in Area 7, while the locked east door can be opened by a successful DC 22 Dexterity check with thieves tools or the key in Area 9. A failed attempt to open either lock triggers a collapsing roof (275) trap above the relevant doorway.

The corridor's ceiling at the top of the north stairs is 35 feet high. There are signs of a devastating blast of arcane energy, and the walls at the 'T'-junction are still glowing from the released magic. The four 5-foot squares in the middle of the junction each have the equivalent of a fire-breathing statue (275) on them thanks to the lingering magical power.

2. Storied Hall

Going through the door takes the adventurers past walls carved with stories and historical events demonstrating the power of earth (and particularly stone) over all other elements. In the room at the far end of this corridor is a stone golem that looks exactly like a stone golem (281).

The swirl of energy is a *teleportation circle* to Area 3. Each round it randomly appears in a 10-foot space, although it never goes into either a corner or the space occupied by the golem. Anyone caught in it is immediately transported to Area 3 (no save).

3. Ioun Room I

This area has an pale green prism ioun stone on its east wall, though the wondrous item only works in this complex. The teleport returns to Area 2.

4. Iron Room

Going through the door takes the adventurers past walls carved with images of earth creatures overcoming their fire counterparts and iron formed as a result. In the room at the end of the passage, an iron golem (281) appears as a verdigris-colored green/bronze dragon hybrid.

The swirl of energy is a *teleportation circle* to Area 5; it works in the same way as the energy swirl in Area 2.

5. Ioun Room II

This area has an *pearly white spindle ioun stone* on its west wall, though the wondrous item only works in this complex. The teleport returns to Area 4.

6. West Portal

The corridor to this area shows images of the first humanoids and giants rising from the ground on the north wall, and the same creatures laid to rest on the south wall, as earth controls air. The room at the end holds a flesh golem (281) that appears as a corpulent nalfeshnee.



The swirl of energy is a *teleportation circle* to Area 7; it works in the same way as the energy swirl in Area 2.

7. Key Room I

This area has the key for the west door in Area 1 on its west wall. The teleport returns to Area 6.

8. East Portal

The corridor to this area shows images of minerals mixing with liquid to absorb it and produce something more permanent, as earth controls water. The area contains a clay golem (281) that looks like an elder xorn.

The swirl of energy is a *teleportation circle* that lead to Area 7; it works in the same way as the energy swirl in Area 6.

9. Key Room II

This room has the key for the east door in Area 1 on its east wall. The teleport returns to Area 8.

10. Pedestal Room I

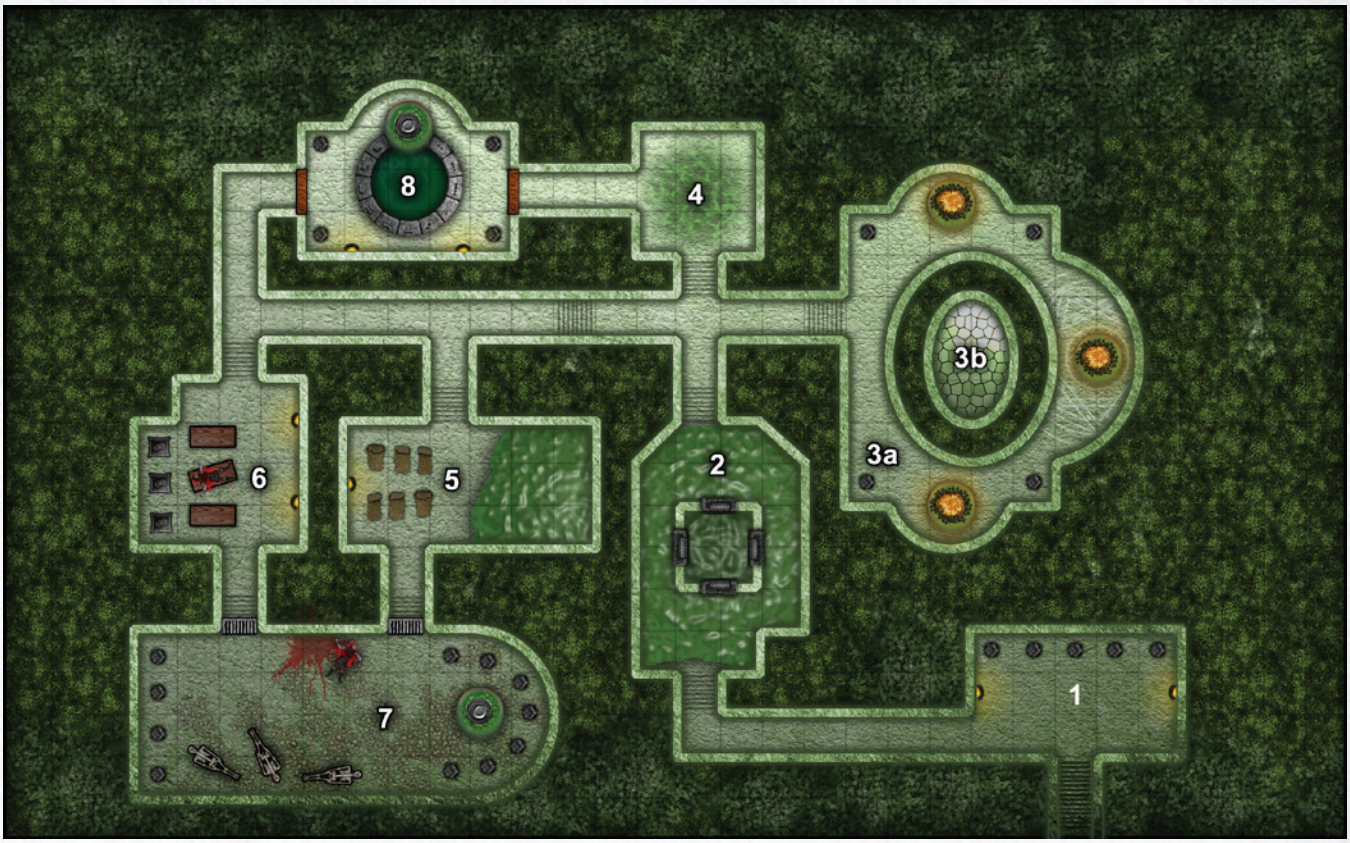
An invisible *wall of stone* blocks this space. The pedestal holds a *manual of golems (clay)* within a permanent windowless *forcecage* cell (DC 17).

11. Pedestal Room II

An invisible *wall of stone* blocks this space. The pedestal holds a *staff of earth and stone* with 10 charges remaining within a permanent windowless *forcecage* cell (DC 17).

12. Spirit Cages

The ceiling here is 35-feet high. A successful DC 20 Wisdom (Perception) check finds each secret door. The cell behind each door, densely packed with fine grit, holds the spirit of a gnome. If someone disturbs any items in areas 10 or 11, each gnome can turn their cells' contents into an earth elemental (278). They have complete mastery of their new forms as well as greater flexibility than usual. Instead of a 15-foot-square space that is 32-feet tall they take a form that is 5-feet-by-



The Stuff of Dreams

Stephen Yeardley

Deep in Underworld, near the outlet of a sacrificial well-shaft, the adventurers find a colossal cavern full of densely-packed mosses, liverworts, ferns, and bioluminescent fungi including many Armillaria and Mycenoid species. A sanctuary was created here long ago by wanderers before they moved on, with corridors and rooms carved from living biomass. Historically, the walls, floors, and ceilings were kept smooth, but nature's returned; now they're unkempt, with vermin, larger animal, active plant, and other pathways pitting them. It's unclear if the vegetation floor is at "ground level" (in fact, it's hundreds of feet above the cavern floor).

Lined squares are points where a corrupting ooze (277) may erupt. Areas 1, 5, 6, and 8 have torch-like phosphorescent fungus patches. Fire is very dangerous here, as the foliage can burn away under the adventurers' feet. Fire and electricity spells with area/volume effects damage an equal amount of plant life beyond the original area of effect. Finally, many plants deliver mind-affecting attacks from spores, fruits, or gases.

1. Mandragoras Greeting Hall

Five large plants face the hallway's entrance: the central plant is a vine lord (286); the others are "normal" trees, except that the vine lord may choose to animate one as a treant (286) with Intelligence and Charisma scores of 1. All plants remain motionless until interlopers return this way to leave. A character who succeeds on a DC 23 Wisdom (Perception) check upon entering the corridor hears the sound of combat deep in the complex.

2. Fauna Sauna

The only stone and metal in the complex are here: a 10-ft.-cube stone blockhouse with iron doors. For fire prevention, the dungeon builders installed a *decanter of endless water* (stream only), which soaks the chamber to ensure no items stored herein should ignite. Long ago all stored items were removed, but the decanter still functions and an oozasis lairs here. The oozasis (283) Mirage trait generates images of a lush, fruit-filled grove and disguises the potentially dangerous growths filling the chamber around the blockhouse.

3a. Hall of Reclamation

Once a communal area, this space has been heavily reclaimed by assorted flora. A deathwisp (278) and two shambling mounds (285) reside here. Having been pollinated, the shamblers are in golden bloom with 2d3 harvestable young buds each, which they defend aggressively.

3b. Reclamation Dais

Plant life has refilled this room's center, including six mindrot thralls (283) and a cavelight moss (277). Two mindrot thralls still have their gear (GM's choice).

4. Duskthorn Chamber

A vine troll skeleton (286) guards the treehome of a duskthorn dryad (279).

5. Bag Preserves

This area's eastern end holds six black puddings (276) hiding amidst thick foliage. Currently looking like one huge ooze, they split to attack. Six sleeping bags each holds a insect swarm (285). One bag has a *ring of animal influence* in it.

6. Saguaroi Temple

The body on the bed is a tendril puppet (286). The victim was a mage; 1d2+1 scrolls each with 1d2+1 spells (Lvl 1d4+1) remain on the body. Three growths behind the beds are jungle-variant cactids (277).

7. Tsallgrend Grounds

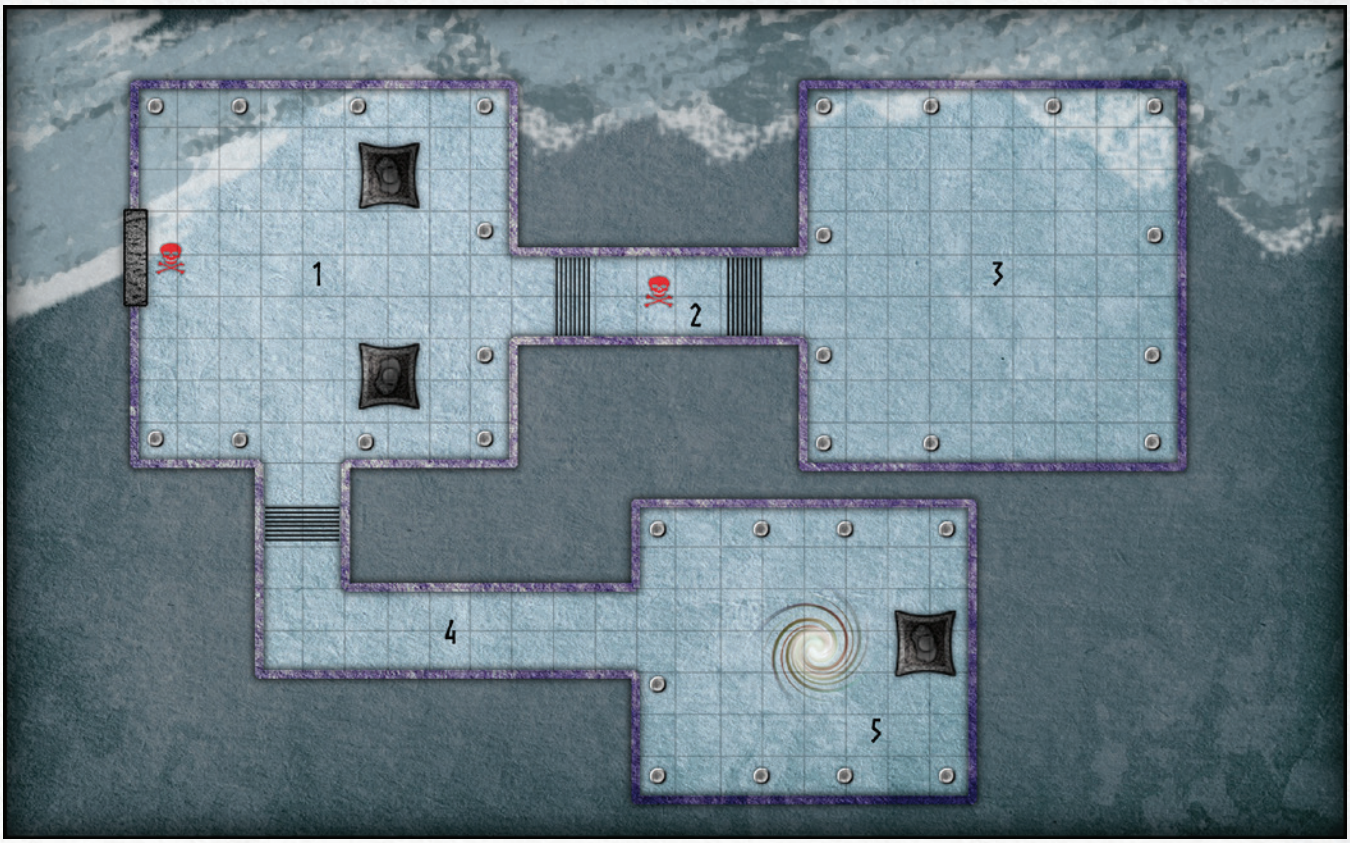
Each on the gray dots here is a will-o'-wisp (287), floating gently around the room. At the eastern end of the area, a weeping treant (286) has a former victim's *mace of smiting* deeply embedded in it. The three southern bodies are old corpses (GM's choice); the freshly-killed body is a human priest that has been stripped of gear but retains (un)holy symbol of the GM's choice. (The surviving NPC adventurers carry the missing gear.)

8. Flytrap Hall

Swollen wooden doors bar this area; characters can open them with a successful DC 20 Strength (Athletics) check. Beyond lies a glittering pool surrounded by lush and verdant fruiting plants—a vesiculosa (286).

If the adventurers need an additional encounter, have them meet the NPC adventuring party at a key time. Its surviving members include a mage (282), gladiator (280), cult sorcerer (278), and two thugs (286). Having lost members—most recently, their cleric (see Area 7)—the competition is not too keen on fighting and may bargain. Otherwise, it can be used "one step ahead" of the party if they are struggling and need foes to be partially dealt with, or be a source of items, confusion, distraction—or all three—if the players need/want more to occupy them. Of course, if the adventurers split up, the competitors may ambush, rob, or kidnap a character.





The Jötunn Encampment

Justin Andrew Mason

The party has returned to the village of Völsfheimr with the artifacts of Jarl Vornig to deliver news about the Black Serpent cult and the spy who infiltrated the Northern Fury Council.[1]

After Canute and the other council leaders deal with the perpetrator, the adventurers are asked to assist in another matter before continuing to Ighdenholm. A Vikmordere scouting party has discovered an encampment of jötunn-kin several miles away, and suggest that all attacks in the area are being coordinated from one location: a long-abandoned Vikmordere fortress.

Canute believes that if the encampment can be neutralized, it would thwart jötunn advancement and provide the Vikmordere with a battlefield advantage. He provides the adventurers with a crude map pinpointing the location of the encampment.

The party approaches an old abandoned Vikmordere fortress. Though the structure is run down, it appears as if makeshift repairs have been made recently.

A double door on the northwestern face appears to be the only means of entry. A patrol of three høyondes and four zombies (287) circle the structure every 5 minutes. Wooden stakes have been mounted on each side of the entryway and suspend the stripped bodies of three Vikmordere warriors who appear to be dead. If the bodies are investigated, a character with proficiency in Medicine automatically detects that one of them (berserker; 276) is stable at 0 hit points. The other two are frozen stiff.

Freeing the unconscious Vikmordere warrior without being noticed by anyone inside the fortress requires a successful group DC 18 Dexterity (Stealth) check. If the check fails by 5 or more, the patrolling høyondes and zombies attack immediately.

If rescued, revived, and questioned, the Vikmordere warrior explains that he and his brothers-in-arms were captured during battle with the jötunn, brought to this outpost, and tortured for details about Vikmordere battle plans. A character who succeeds on a DC 18 Dexterity (Stealth) check and a DC 15

[1] Check out the *Into the Wintery Gale: Wrath of the Jötunn* adventure path from AAW Games for details.

Dexterity check with thieves' tools opens the doors to the fortress unnoticed. If the check fails by 5 or more, the 3 høyondes in Room 4 are alerted that someone is tampering with the door and advance toward the entrance, ready for a fight.

A character who succeeds on a DC 18 Intelligence check notices that that the høyonde guards use a code knock on the door, using the pattern of three knocks—pause—two knocks—pause—three knocks. If a character studies the fortress for 10 minutes, they have advantage on the check. Once the guards enter, the doors remain open until the end of the last guard's next turn. The knock pattern temporarily disarms the magic alarm trap in Room 1. A character who studies the fortress for more than 10 minutes and succeeds on a DC 13 Intelligence check notices that the guard changes twice every 10 minutes, leaving only zombies outside to patrol the perimeter which the guards are inside. The guards on active duty around the fortress trade off watch shifts with the guards in Room 4.

1. Hall of Broken Traditions

Two larger-than-life stone statues depicting Vikmordere warriors face the entrance. Both have been broken in half; the torsos are crumbled into debris and scattered across the room.

The double door is rigged with an *alarm* spell that sounds in Room 4. The alarm is not triggered if a character uses the knocking pattern described above immediately before opening the door is.

2. Frozen Hallway

Stairs leading down from each room are caked with slippery ice and are difficult terrain. In addition, a creature who descends or ascends the stairs must succeed on a DC 15 Dexterity (Acrobatics) check or slip and fall prone at the bottom. If the check fails by 5 or more, the clatter alerts the 3 høyondes guards in Room 4 and they come to investigate.

3. Hall of Dishonor

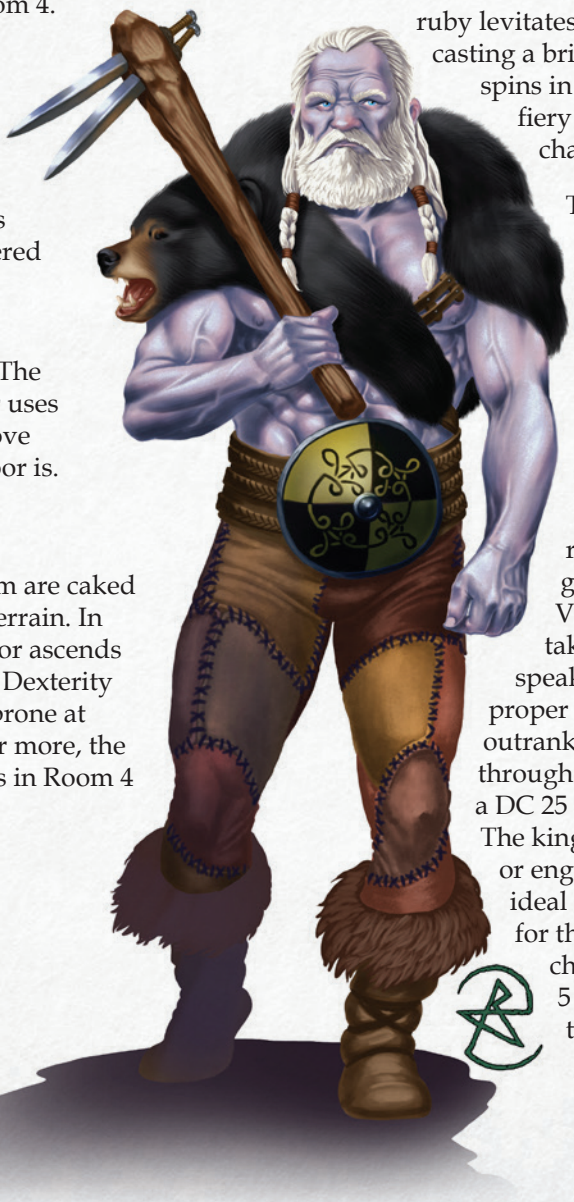
This chamber is as large as the first, also supported by tall columns set against each wall. The floor is bloodstained, and a myriad of makeshift torture implements are scattered about the area. It is obvious at a glance that a great deal of violence took place here recently, as the blood is still tacky to the touch.

4. Høyonde Hallway

This hallway is guarded by three høyonde guards (281). The corridor is dimly illuminated by an eerie, crimson glow emanating from Room 5 to the east.

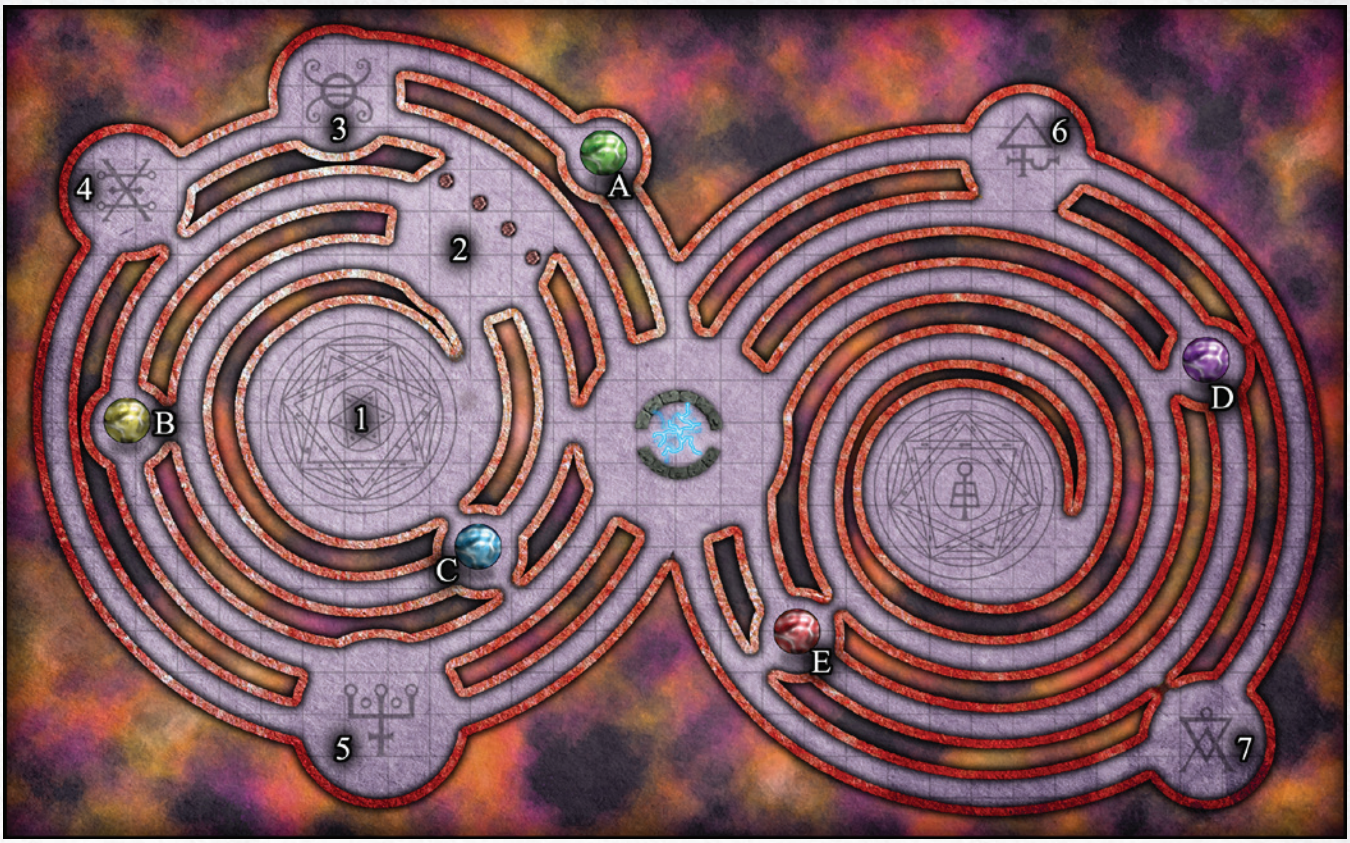
5. Hall of Betrayal

Rows of towering columns support this large room. Near the eastern wall stands a large statue of a Vikmordere warrior. The head has been broken off and rests tilted at the base of the statue. A multifaceted ruby levitates in the center of the room, casting a bright red glow. The gemstone spins in place, its edges casting a fiery light along the walls of the chamber.



The room is occupied by a høyonde guards (281), two høyonde guards (281), and four zombies (287).

The glowing ruby is a magical stone that allows a user to communicate with the jötunn king. The commander of this fortress uses the stone to transmit battlefield reports and information gleaned from torturing captive Vikmordere. A character who takes precautions (such as speaking only in Giant with the proper respect for someone who far outranks them), can send false reports through the stone if they succeed on a DC 25 Charisma (Deception) check. The king doesn't answer questions or engage in small talk. Even under ideal conditions, it won't take long for the ruse to be discovered, but a character who fails the check by 5 or more immediately alerts the jötunn king to the ruse.



The World Forge

Colin Stricklin

A powerful planar entity has drafted the adventurers to test out alternate versions of cosmology, hoping mortal creativity might accomplish what immortal acumen could not. To succeed in their task the adventurers must use this engine of creation to generate a miniature world, then defend that world from a miniature apocalypse.

Sometimes, heroes must leave the comfortable confines of the dungeon for grander adventures. Rather than saving villages and kingdoms, such powerful adventurers must now concern themselves with saving the cosmos. This adventure is a stepping stone between these two power levels, introducing adventurers into the larger conflicts of the planes. The entity who created this bizarre engine might be divine, demonic, or utterly alien in nature depending on the needs of your campaign. However, its need for a "replacement world" offers foreshadowing for your choice of apocalyptic threats.

1. Circle of the Prime Mover

When the adventurers arrive the World Forge is dark but for the white glow of this circle. Once a character enters the circle, the entire structure lights up. Elemental spheres A-E begin to glow, and the ring at the center of the dungeon crackles with energy.

A character standing within the circle knows intuitively that they can will the elemental spheres to move along the curving passageways, though they can only move one at a time.

2. Gallery of Failed Worlds

The four inert spheres floating in this gallery represent failed attempts at world building. The doomed planetoids show signs of destruction by four of the five elements. A successful DC 22 Wisdom (Perception) check or DC 20 Intelligence (Arcana) check reveals that fire, cold, acid, and lightning have ravaged these worlds. Canny players will use this clue to place the 5th element of Void onto the Rune of the Destructor, facing an easier final confrontation.

3 & 7. Poles of Good and Evil

Elements placed here via the Circle of the Prime Mover become infused with good (3) and evil (7) respectively. A successful DC 18 Intelligence (Arcana) check reveals the alignment of these runes. After the first element is placed a globe-sized sphere appears at the heart of the World Forge, floating a few feet above the ring. A deep voice echoes throughout the complex, narrating the event. For example, if the Prime Mover placed the fire sphere onto the good rune the voice might say, "When the world was born there was only fire, pure and bright and holy."

A successful DC 16 Intelligence (Investigation) check at the central ring allows a character to magnify their view of the nascent world, zooming in to see creatures of the appropriate element and alignment living on the surface. When an element is placed on the opposite pole, repeat the process above. This time, however, the voice's description ends with, "Thus the first war was fought, both in the world below and in the heavens above." Zooming in upon the planet's surface shows the conflict, but of more immediate concern is the war between the titans. These miniature primordials emerge from areas 3 and 7 respectively, meeting in the center of the World Forge after two rounds. All of these titans are size medium, have a 5' reach, and alignments that reflect their runes. Otherwise use the following to represent these creatures: (a) Earth (earth elemental; 278),(b)Air (air elemental; 276), (c) Water (water elemental; 286) , (d) Void (invisible stalker; 282), and (e) Fire (fire elemental; 280) . These titans fight one another to the death, and do not hesitate to attack anyone who interferes.



4 & 6. Poles of Law and Chaos

As above, but the elements become associated with law (4) and chaos (6) respectively.

5. Rune of the Destructor

When the fourth and final element is assigned to its pole, the fifth element moves of its own accord. This sphere slithers towards Area 5 over the course of three rounds, taking shape as it goes. The resulting creature is a force of pure destruction, its sole purpose to destroy the world. One round after this fifth element begins its journey, the deep voice proclaims, "But in their rage the titans were blind, and could not see that they would need all their strength to resist the Destructor of their world."

Once the Destructor coalesces in Area 5 it makes for the center of the World Forge, intent on destroying the world (hardness 12, 96 hp). This monster is represented by one of the following adult dragons according to its type: (a) Earth (adult copper dragon; 278), (b) Air (adult blue dragon; 278), (c) Water (adult white dragon; 279), (d) Void (adult void dragon; 279), and (e) Fire (adult brass dragon; 278). Whatever form the Destructor takes, it regenerates 10 hp per round.

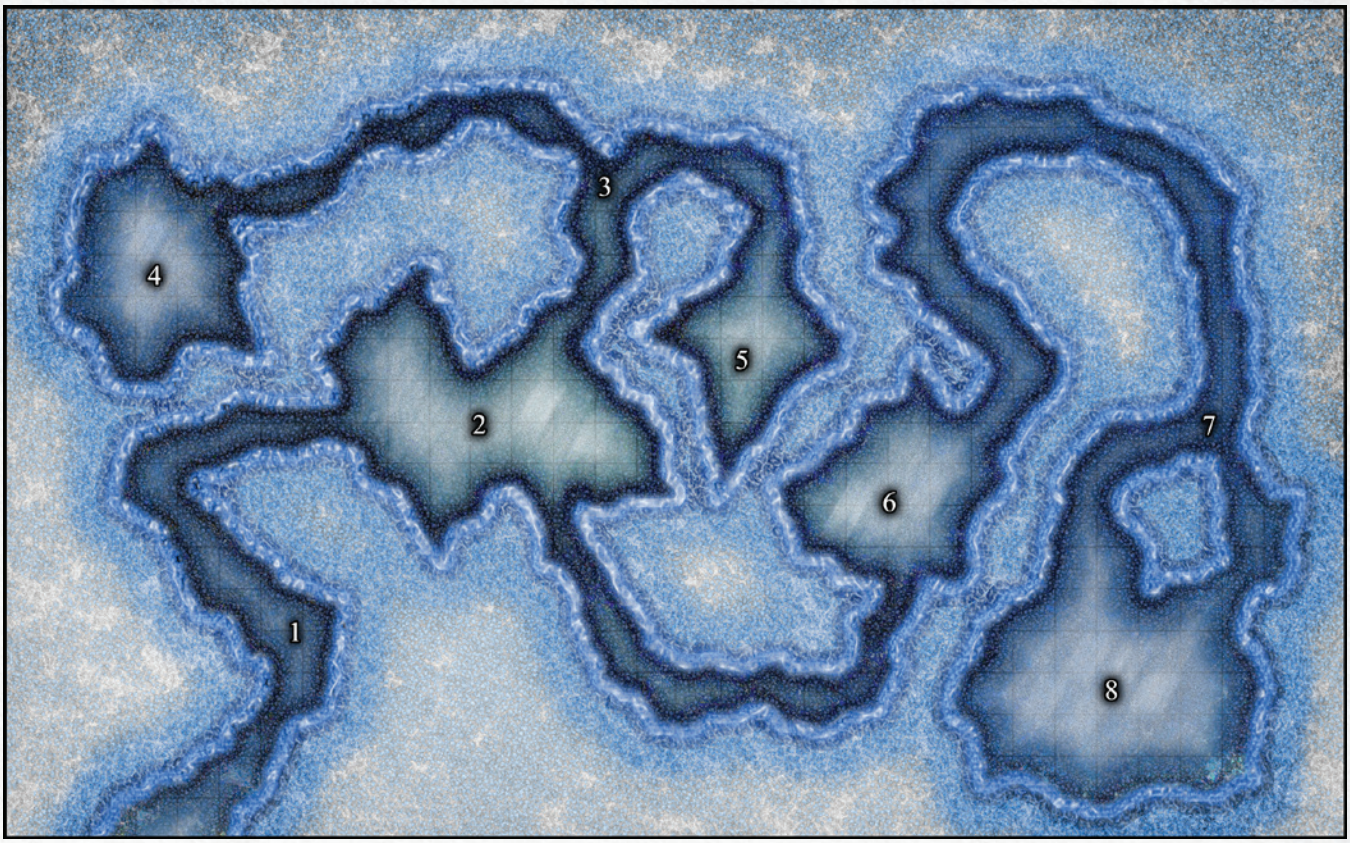
Note that the the internal walls of the World Forge are 10' tall and the "ceiling" and "floor" of this demiplane are 60' high/deep.

8. Circle of the Defender

Once the Destructor appears, all titans still alive begin moving towards this circle, dematerializing into the runes one by one. The deep voice proclaims, "To save their world they would forge a weapon, though they would need a Defender to wield it." After the last titan disappears into the circle, the next character to enter the area gains a number of benefits. First they gain a fly speed of 60'. Next their armor glows gold, granting them immunity to the Destructor's breath weapon. Finally, one weapon in their possession becomes imbued with the power of the titans, granting +1d6 energy damage of each of the titans' types. The Destructor's regeneration can only be overcome when it takes damage of all four of the titans' energy types.

For example, if the Destructor is aligned with fire the weapon would deal an extra 1d6 each of cold, acid, lightning, and necrotic damage. Note that titans who died cannot contribute to the weapon, meaning the adventurers must find some other way to supply the missing damage types.

If the Destructor is beaten, this Weapon of the Titans can confer its powers once per week for 1 minute.



Burning Ice

Michael Allen

Deep in the frozen wastes, a fire giant outcast named Frexxis sold his soul to the ice devil Scerlyndir, plotting to dominate his old tribe and to enslave a nearby clan of frost giants. In a partially submerged glacial complex, carved by thermal undercurrents heated by volcanic activity deep below the surface, Scerlyndir performs diabolic rituals, breeding fell beasts to support Frexxis in his goals. When all is complete, Frexxis will emerge from his icy purgatory to seek glory. Local hunters notice the absence of their traditional quarry and speak of the nearby frozen caverns (parts of which are often flooded with icy water) with fear and trepidation. Unless noted, all areas are lit by a soft glow from blue ice in the cavern ceilings, transmitting sunlight or moonlight.

1. Entrance Tunnel

This tunnel quickly descends into cold, dark water, 20 feet deep with 1–2 feet of head room above the surface. A creature immersed in the water must make a DC 10 Constitution saving throw, taking 11 (2d10) cold damage and gaining one level of Exhaustion on a failed save, or half as much damage and no Exhaustion on a successful one. This trap is activated when any warm-blooded creature intruder moves past the northwest bend in the tunnel, releasing a cone of super-cooled water from the east wall. The DC is 15 to spot the trigger point, as well as splashed ice on the floor and walls. A spell or other effect that can sense the presence of magic, such as detect magic, reveals an aura of evocation magic around the corner. When the trap is activated, the each creature in the spray must make a DC 13 Dexterity saving throw, taking 11 (2d10) cold damage on a failed save, or half as much damage on a successful one. A creature that fails the save by 5 or more is frozen to the wall and restrained for one minute, taking an additional 11(2d10) cold damage on each of its turns as the jets continue spraying. A restrained creature can make a Strength check at the same DC at the end of each of its turns, breaking free on a success. The super-cooled water also causes the tunnel to become difficult terrain as the water freezes to click ice on the floor. A creature that enters the area or ends its turn there must succeed on a DC 13 Dexterity saving throw or fall prone.

2. The Emperors

Thick ice covers the 80-foot deep lake in this cavern where three hungry emperor walruses (use giant crocodile statistics, with no chance to grapple on a bit attack) lurk. An emperor walrus can use its tail slap against the ice at the point where four squares intersect. If the attack deals 15 or more points of damage, the four surrounding squares are broken and every creature in those squares must make a successful DC 15 Dexterity saving throw or plunge into the icy water. A successful saving throw allows the creature to shift to the nearest still-solid space. Climbing out of the water onto the ice requires a successful DC 15 Strength (Athletics) check, and creatures with a climb or swim speed automatically succeed on the check. Broken ice freezes over again in 3 minutes, trapping any creature still in the water underneath it. The darkened tunnel to the north descends into water 20 feet from the main cavern; the southern passage is dry.

3. Whirlpool Trap

Warm currents from Area 5 mixing with cold water from Area 4 creates a vicious vortex in this pitch-black and flooded intersection. Characters notice automatically that the water ahead is moving; a character who succeeds on a DC 15 Intelligence (Nature) check determines that the motion is a whirlpool. The whirlpool can be negated by chipping chunks of ice from the walls and pushing them into the vortex for five minutes, at which point the current is choked to a standstill. Otherwise, a creature that enters the area or ends its turn there must make a successful DC 15 Strength saving throw or take 11 (2d10) bludgeoning damage and be grappled by the vortex until the end of its next turn. A character who succeeds on the saving throw or escapes from the grapple can move into any of the three adjoining tunnels.

4. Iced Cubes

Offal from Scerlyndir's rituals is consumed by a quintet of ice cubes (use gelatinous cube statistics with a swim speed of 15 feet and can turn engulfed creatures to ice as a flesh to stone spell 1/day). Creatures turned to ice by this ability take acid damage as normal while engulfed. Two feet of head room exists between the water's surface and the darkened cavern ceiling. A lever at the bottom of the 30-ft. deep pool drains the tunnel to Area 3 and 4 in 10 minutes if it's flipped, eliminating the whirlpool. The passage refills after 24 hours. A creature who dives to the bottom of the water automatically notices the lever, and a creature who remains on the surface can spot it with a a successful DC 20 Wisdom (Perception) check.

5. Getting Steamed!

It amuses the ice devil to confine the fire giant Frexxis to this icy complex, a teaser of what awaits his soul in hell. Only the companionship of a steam hog makes it bearable. The steam hog uses the statistics of a mammoth with steam breath trait.

> ***Steam Breath (Recharge 5-6).*** The steam hog exhales steaming breath in a 15-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one. This damage ignores fire resistance and treats immunity as resistance. Scerlyndir has also provided Frexxis with a magical tattoo granting him immunity to fire damage.

A bypass lever in this chamber drains the tunnels and whirlpool in Area 3 (as described in Area 4) when flipped. It's encased in ice, so a creature must succeed on a DC 20 Wisdom (Perception) check to notice it and 10 minutes must be spent carefully chipping away ice to free it. An iron-bound chest contains Frexxis's hoard: 5,000 gp in gold ingots, 1,000 pp, and 5,000 gp in mixed gemstones.

6. Frozen Hell

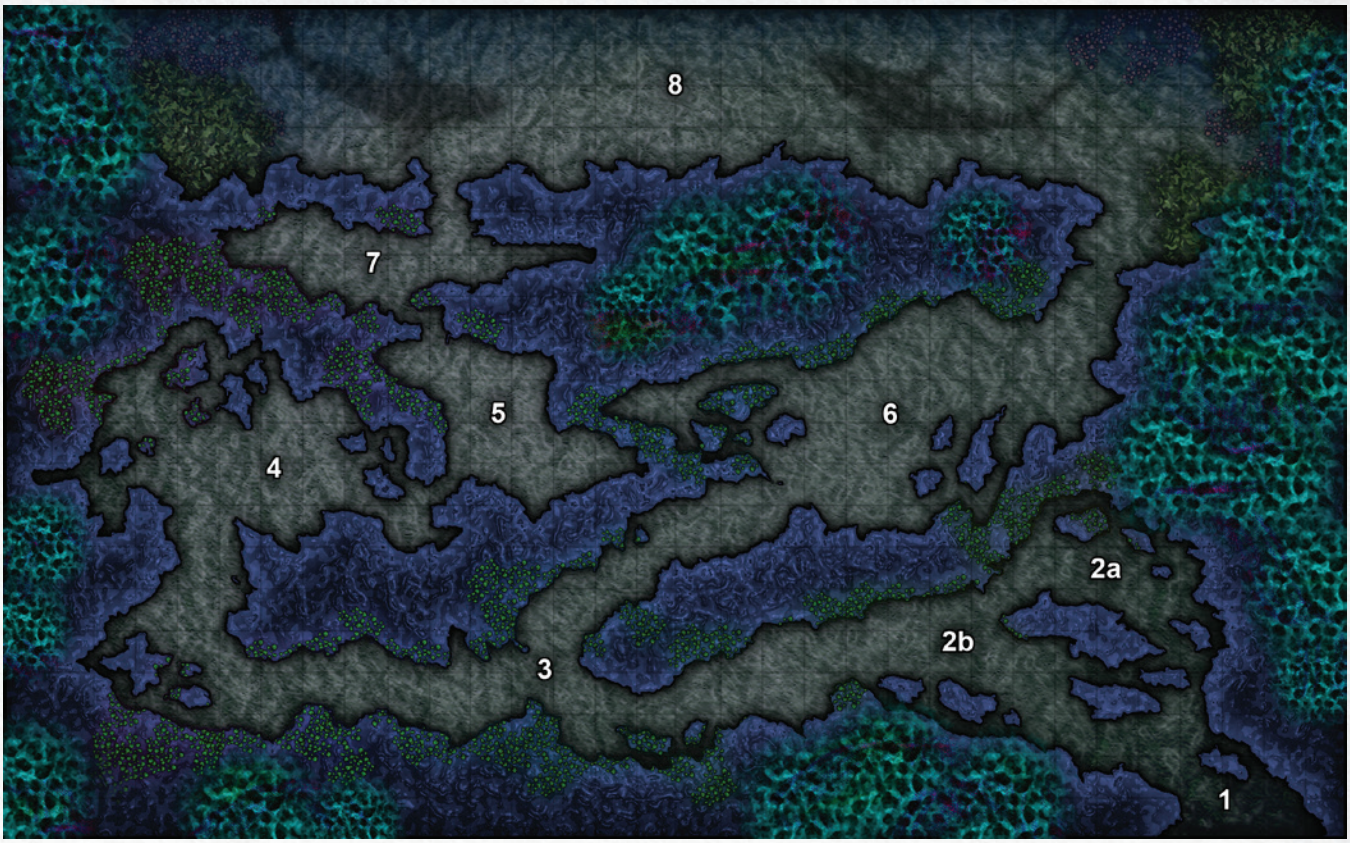
Red-hot eggs embedded halfway into the icy walls of this 30-foot high cavern feed strapped-down and comatose forms of steam hogs through tubes of walrus intestine that are inked with diabolic symbols. The ice devil Scerlyndir putters about in this chamber, spear in hand, touching up runes etched on the frozen surfaces. Once the ice devil is disposed defeated an the chamber can be safely searched, characters find several magic items Scerlyndir integrated into his rituals: a ring of fire resistance, a staff of frost, and a necklace of fireballs, all crafted from magical ice, fetal remorhaz spine, and walrus tusk. The passage north is dry.

7. Boiling Away

Scalding water encased in a thick column of ice etched with diabolic runes glows with hellish light. Hairless walruses and steam hogs linked to remorhaz eggs via unholy umbilical cords float in the boiling solution. Destroying the boiler causes part of the floor in Area 5 to melt away, opening a passage under the glacier to volcanic caves that are the domain of the fire giants. All connecting passages are dry.

8. Chained Heat

The ice devil imprisoned a remorhaz here, to harvest its eggs. The remorhaz is encased in magical ice too cold for even its mighty heat to melt. Only the banishment or death of the ice devil frees the enraged beast. In lieu of an attack, the remorhaz can melt a wall section of the incubator, generating a line of boiling water 100 feet long and 5 feet wide. Each creature in the line must make a Dexterity saving throw. A creature takes 8d6 fire damage on a failed save, or half as much damage on a successful one. A creature who fails the saving throw is also grappled as its feet refreeze onto the floor. A creature grappled in this way can make a Strength saving throw with the same DC at the end of each of its turns., ending the grapple on a success.



What Canst Work I' Th' Earth So Fast

Stephen Yeardley

Deep below a mine and the natural chambers it connected to, a cavernous grotto steeped in ancient magic exists, a place where arcane forces attract spectacular beasts and cause constructs to spontaneously appear for short periods. The rocks pulse with indigo energy, while minerals suitable for rare weapons glow with turquoise, lime, cadmium, and other green shades. Such treasure attracts its own pioneers; a duergar mining caravan gathers material for its high priest's next heavy mace.

1. Tunnel Greeting

he party is greeted by the bass thrum of magical power. The air crackles and blurs, and a creature standing in the area must succeed on a DC 18 Constitution saving throw or be stunned. A creature that enters the area or ends its turn there must also succeed on a DC 18 Constitution saving throw or be stunned. A creature who succeeds on the save is immune to the effect for 24 hours. As the party gets halfway along the tunnel, an adult void dragon appears from thin air ahead of it, randomly drawn here by the mythical energy. It fights for 1d6+4 rounds, then equally suddenly vanishes.

2a. Bodies of Energy

Magical energy moves any loose rocks and even columns around this area with surprising speed. Once each minute, four rocks strike at a random creature with a +10 attack bonus and inflict 22 (4d10) bludgeoning damage on a hit. A creature who succeeds on a DC 18 Intelligence check determines the pattern and can pass safely. Three duergar bodies have been placed behind the central southern column.

2b. Green Pillar

Evading the rocks and columns, the adventurers run into a green pillar marbled with glowing indigo veins of energy, carved to resemble a bald human. If anything comes within 5 feet of it, it reveals itself as a smaragdine golem.

3 & 4. Anchor Stone

There is a ribbon of eldritch energy surging across the corridor, stringing from a circle of rock at the center of this junction. It is an anchor stone.

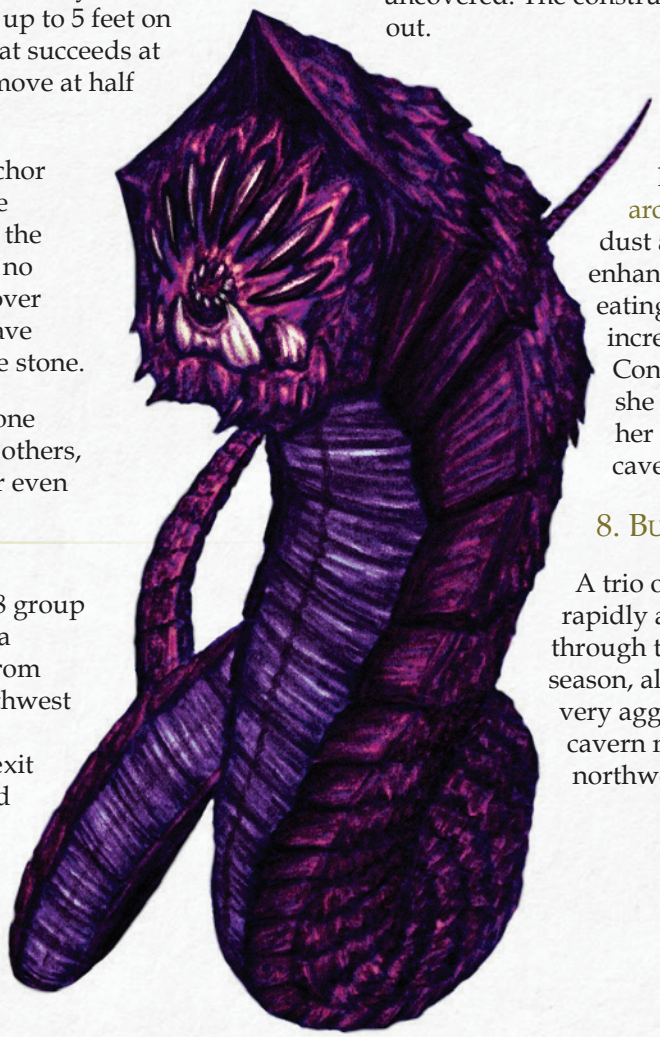
Anchor Stone

This strange stone has a debilitating gravitational effect on those who do not traverse over it quickly. Each time a creature starts its turn on an area of anchor stone, it must succeed at a DC 15 Constitution saving throw. Any creature that fails can only move up to 5 feet on its turn. Any creature that succeeds at the saving throw must move at half speed on its turn.

To take the effects of anchor stone, a creature must be standing on or touching the stone. Anchor stone has no effect on those who fly over it or otherwise do not have physical contact with the stone.

Some areas of anchor stone are more powerful than others, having a DC of 20, 25, or even higher.

If adventurers fail a DC 18 group Dexterity (Stealth) check, a purple worm (284) rises from enormous hole in the northwest corner. Scattered in the corridor of the southeast exit are four drained, shattered bodies of giant scorpions.



5. Hard At Work

The remaining members of a duergar mining caravan—12 duergar (279) and six giant lizards (282)— are hard at work in this cavern. They have extracted enough magical ore to make their trip profitable and defend it vigorously.

6. Rip the Walls

As the party enters this area, the magical energies swirling around it begins to rip the walls apart, constructing a stone golem (281) from what is uncovered. The construct blocks the northeastern way out.

7. The Careful Sorcerer

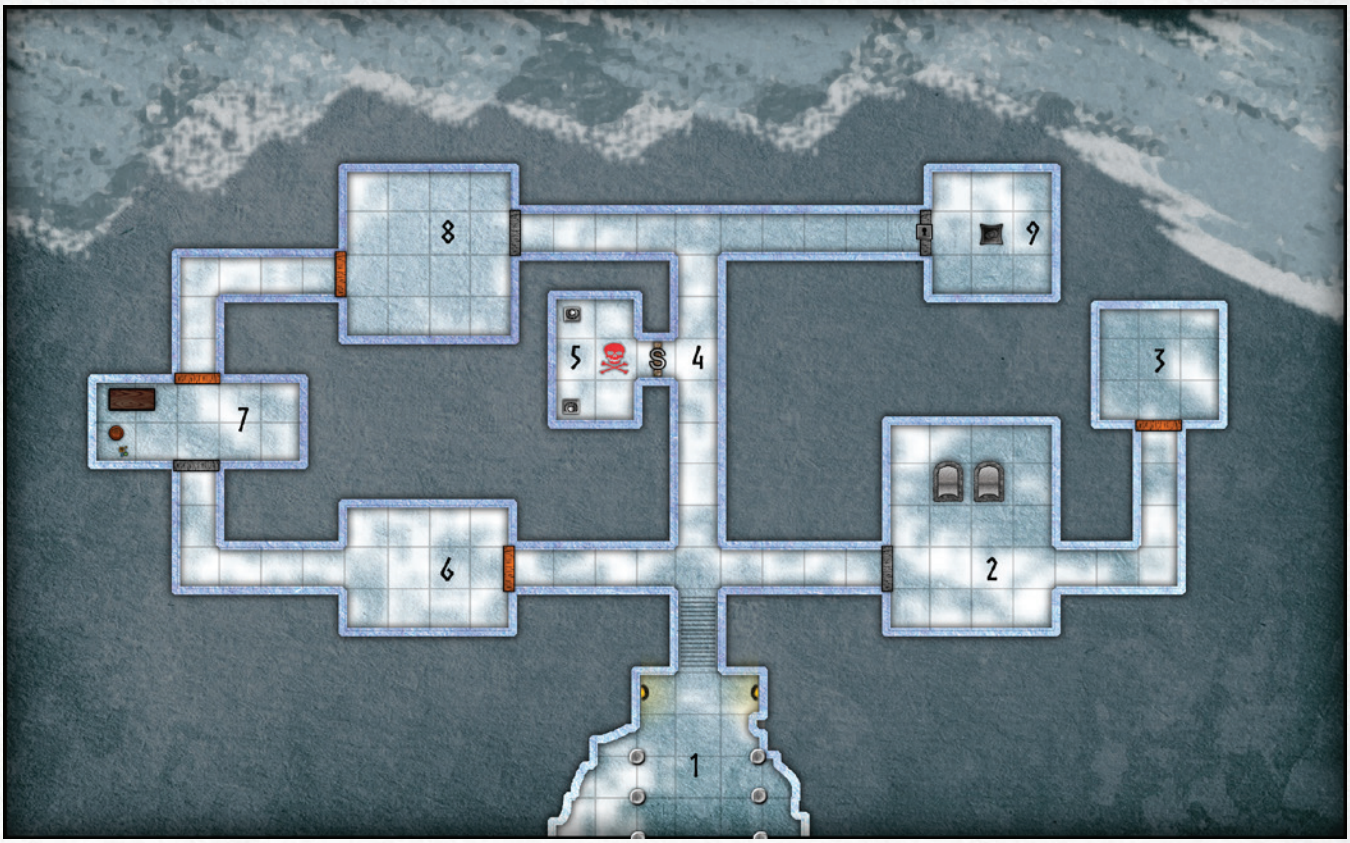
Aware of the duergar and keeping out of their way, an archmage (276) is also looking for dust and small chunks of magically enhanced rocks. She has found that eating an ounce per day of rockdust increases the potency of her Conjuration spells. If approached, she tries to flee, heading back to her hideout somewhere below this cave.

8. Bulette Mating Ceremony

A trio of bulettes (277) "swim" rapidly around this 15-foot high cavern, through the roof and floor. They're in season, all looking to mate, and behave very aggressively as a result. This cavern narrows to an exit tunnel in the northwest corner (not shown on map).

Random Encounters (1-in-6 chance every 20 minutes. Each occurs once only.)

01-30	smaragdine golem (281)—glowing with a green inner light, but otherwise identical to the description
31-55	resonant ooze (gelatinous cube; 280, plus Resonance. The ooze emits a low hum that is disturbing to living creatures. Any non-undead creature that begins its turn within 10 ft. of the ooze must succeed on a DC 17 Constitution saving throw or be poisoned for 10 minutes. If the saving throw fails by 5 or more the creature is stunned while poisoned in this way.)
56-75	earth elemental (278)—this creature just emerges from a wall next to a character. It is angry.
76-90	stone golem (281)—colored deep purple instead of the usual gray, this construct leaves a trail of smoke as it emerges from the rock
91-00	roper (284)—intrigued by these caverns, it hopes to find a "gourmet meal



Ways of the Old

Justin Andrew Mason

In this adventure, the adventurers are seeking information about an ancient artifact known as the *Sorrow's Snekkja*. Vikmordere[1] legends suggest that it can be used to quell the evil that dwells within Serpent Lake, but they provide few hints of its form or whereabouts. After a bit of investigation, the adventurers learn that the most reliable source for information on ancient Vikmordere lore is an elderly skald by the name of Bragi Boddason. The old man's last known whereabouts was the tomb of a forgotten Jarl (where he was hoping to discover the identity of its occupant). Locals are able to direct the adventurers to the burial mound, but refuse to go near it. They believe that when one approaches a tomb of importance respect must be shown by acknowledging the names of the dead—doing otherwise assures a curse.

1. A Well-Illuminated Entrance

The opening of the tomb is a burrow in the south side of the burial mound. The corridor leads to a narrow stairway that descends into a more refined complex; two burning torches are affixed at either side of the top step.

Both torches are normal torches; however, each contains a living wick (282), placed there by Bragi when he first arrived at the tomb.

2. Disturbed Tomb

This room contains two stone sarcophagi engraved with Vikmordere runes. The lids to both have been shoved aside and shattered upon the floor. Though the sarcophagi are empty, the rancid stench of death and decay wafts from within.

3. The Vacant Vault

This room was clearly crafted as a later addition to the tomb, likely intended as the final resting place for members of the jarl's family. Oddly, the addition appears to never have been used.

4. Long Corridor

A character who succeeds on a DC 15 Wisdom (Perception) check detects a hidden door in the wall. This secret door has remained undisturbed for centuries. Once spotted, it can be opened easily.

[1] Check out the *Into the Wintery Gale: Wrath of the Jötunn* adventure path from AAW Games for details.

5. The Jarl's Treasure

In this chamber is a massive stone chest sitting between two Vikmordere warrior statues carved from the same type of stone.

The chest is trapped with an acid sprayer, cleverly hidden among its intricately carved exterior, that triggers if the lid is lifted. The DC to spot the trap is 15. With a successful DC 17 Intelligence (Investigation) check, a character can deduce the presence of the trap from variations in the reliefs. The trap can be bypassed simply by lifting the chest's lid with a long pole (the stone lid is too heavy for mage hand) and remaining outside of the spray trajectory. When the lid is lifted, the chest sprays a gout of acid in a 15-foot line that is 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 54 (12d8) acid damage on a failed save, or half as much damage on a successful one.

Inside the stone chest are 15 star sapphires worth 1,000 gp each, a spell scroll of blindness/deafness, two potions of healing, a spell scroll of fog cloud, a jar restorative ointment, a vial of oil of slipperiness, and a wand of magic detection. In addition, the chest contains 800 gp and 2,500 sp in loose coins.

6. Entombed Horses

This large room houses six upright mummified warhorses. Atop layers of linen wrappings are the accoutrements one would expect to see worn by battle-ready mounts meant for a king.

Each mummified horse is adorned with a saddle and other gear that is worth 100 gp and weighs 50 lbs.

7. Bragi's Makeshift Office

This antechamber has recently been turned into a makeshift office that includes a desk, chair, and several sacks of supplies. The contorted body of a robed figure lies in the center of the room, surrounded by a large pool of dried blood. Bloody footprints lead away through the door to the north.

Bragi's corpse has been here for a week. In addition to the dead skald, the adventurers find 3d6 x 10 gp worth of mundane supplies and the old man's journal (open to the final entry). A spattering of blood across the small book's parchment indicates that he was writing when he was killed.

Anyone who can read Vikmordere runic writing and who spends 10 minutes studying the journal determines that Bragi identified the occupant of this tomb as Jarl Stongar Lighberson and his wife Yagatha. The journal also hints at the location of the fabled Sorrow's Snekkja, stating that it is within the "Tomb of Twenty Kings," though Bragi fails to mention where that tomb is located.

8. The Chamber of Tales

The walls of this room are engraved with scenes depicting tales of the forgotten Jarl; these are the reason the dead skald sought to research this location. Dried bloody footprints trail from the east and continue to the west.

9. The Circumventor

Strangely, this stone door seem stuck in place but has no lock. The floor leading up to it has numerous dried bloody footprints that lead beyond the barred portal.

A character who succeeds on a DC 18 Wisdom (Perception) check notices a small lever hidden in the door; pulling the lever causes the door to ascend into the ceiling.



Beyond the door is a chamber with an arcane circle engraved on the floor. Rushing from the dark, far corners of the room to attack are two land aptrgangr (282), once the jarl and his wife.

The chamber was designed to lure and trap any undead that might awaken within the tomb—a feature not unusual for Vikmordere tombs. The arcane circle attracts the undead, and the door seals once undead enter the circle. The door reopens after 24 hours as long as no undead creatures remain in the room. The door can't be forced open from the inside, but a mage hand spell is strong enough to raise the lever on the outside.

If the adventurers have learned the name of the jarl and his wife and address them as such, the curse is broken and the two aptrgangrs go still, their corpses dropping to the ground, to remain motionless forevermore.



Clockwork Vault of Caina

Liz Courts

The power of magic can alter the very face of reality: some in minor, mundane ways, others more profound and sublime. Corinna, Melitta, and Sostrate are three royal sisters who abandoned their oaths to the Crossroads Goddess, and cast off tried and true methods of magic for the unknown. Branded apostates by their own kin, they chose to follow their passions into the depths of dark magic. They turned to old gods that hungered for the prayers of mortals like a dying man for a final meal. Offering succor to these deities, the sisters were granted what they sought but forever damned themselves in mind, body, and soul – becoming enchantress (280). To the sisters, death was only a doorway and finalized the path they had created for themselves among the endless eternities of the planes as the Thrice-Damned Sisters.

Serving as mercenaries available for hire among the soul markets of the lower planes, the Sisters currently serve Sesqania, the corrupt daughter of Caina, a powerful androsphinx (276). Seeking to reclaim her father's treasures as her own, Sesqania hired the Sisters to unravel the Clockwork Vault's secrets—and to take the brunt of any traps that Caina left behind. What Sesqania does not know is that Caina had a far greater treasure stored in his vault: an intact set of *rings of elemental command*. The Thrice-Damned Sisters do know, and they intend to take the treasure for themselves and gain real power—to become queens of air and darkness.

1. Foyer

Flickering, ruddy light fills this chamber, glowing from rounded rocks housed in basins on the north and south walls. Centrally located and looking out over the room, a crystal-eyed brass statue holds a ranseur. A silver-embroidered red cloak drapes over the statue's shoulders, stiffened with age.

A successful DC 14 Intelligence (Arcana) check identifies the statue as Caina, a notorious androsphinx whose purview involved loan contracts—and the repossession of goods that were put up for collateral. The foyer is currently under an *alarm* spell that sends mental alerts to Melitta.

2. Scarab Door

Tiles of glittering emerald green decorate the floor of this room, forming the shape of a scarab. Inlaid precious metals form the legs of the scarab, covered in intricate symbols.

A successful DC 15 Wisdom (Perception) check reveals that the scarab's back rotates to reveal layers of gears. The winches in areas 5, 6, and 7 pull back the clockwork gears to reveal the final locked door. The gears reset after one minute, hiding the final door again. The locking mechanism for the Scarab Door requires a pound of silver and a pound of gold, balanced out on the door's face before the latch opens, or a successful DC 24 Dexterity check with thieves' tools to disable it. If the proper metals aren't provided or the Dexterity check fails, the Scarab Door instead rotates to open up to a poison spiked locking pit (275).

Treasure: Caina collected a number of items during his existence, stashing them in his vault for safekeeping, including a *javelin of lightning*, an *adamantine chain shirt*, *scroll of teleportation circle*, a *philter of love*, a gold cup with royal crest (550 gp), an opal (550 gp), 5000 pp, 800 gp, 700 sp, and 22 cp. In addition, an *orb of Ignis* (see Area 3) is stored in the vault.

3, 4, 10. Orbs of Ignis

Floating orbs of liquid ruby light hover several feet off the ground, illuminating their niches with a lurid glow. A comfortable warmth emanates out from the orbs.

Sesqania believes that Caina's greatest treasure is behind the Scarab Door, when, in fact, it is not. A character who succeeds on a DC 15 Intelligence (Arcana) check realizes that the orbs are the creation of the sorcerer Ignis—one of many common and useful creations attributed to him. . A character who succeeds on a DC 18 Intelligence (History) check realizes that Ignis was a traveling companion to Caina and that the orbs can mask magical items placed within them. Caina's true treasure is one of each type of *ring of elemental command*, placed individually within four *orbs of Ignis*.

5, 6, 7. Scarab Door Winches

Enormous clockwork gears attach to crankshafts that disappear into the floor. An iron grip projects from a smaller gear roughly 5-feet off the ground.

The Sisters have figured out that the winches attach to the Scarab Door in Area 2, and are in the process of winding the gears to open it, working by trial and error to figure out the vault's secrets. A character who succeeds on a DC 14 Strength check is able to to turn the gear, and can wind it fully as an action. When all three winches are fully cranked, the vault doors in Area 2 open one minute later.

8. Devil's Fountain

A kneeling humanoid figure made of red-veined black marble, with a leering face, forked tongue, and horns on its head, vomits forth a stream of molten silver. Its arms stretch out to catch the precious liquid, holding some before it spills into a basin at its feet.

The fountain endlessly circulates its molten treasure; a necessary component of the vault door's key.

9. The Lady's Goblet

A seated feminine figure, carved of luminous marble, holds forth an upended crystalline goblet. A thin stream of molten gold pours out of the goblet, dripping into a scuulpted floral design around the statue's base.

Much like the statue in Area 8, this statue provides a component to open up the vault door in Area 2, and constantly re-circulates its liquid treasure.

If the Thrice-Damned Sisters are not killed outright, they will seek revenge on those that struck them down (if any of them survives). While Sesqania does not appear in this adventure, she does make an effort to track down those that might have taken her father's treasures as their own—reclaiming her birthright as she sees it.

Orb of Ignis

Wondrous item, artifact (requires attunement)

To all appearances, this sphere of ruby-red liquid simply sheds an aura of comfortable warmth 60 feet from it, as well as 30 feet of bright light. As an action, a user can place a small item (less than one cubic foot in size) inside the orb. A creature placing an object into an orb suffers 1d6 points of damage. An *orb of Ignis* does not damage an item placed within it, masks the item's magical aura with its own, and conceals the item from sight. True seeing or a similar effect reveals the presence of an item within an *orb of Ignis*.

Destruction

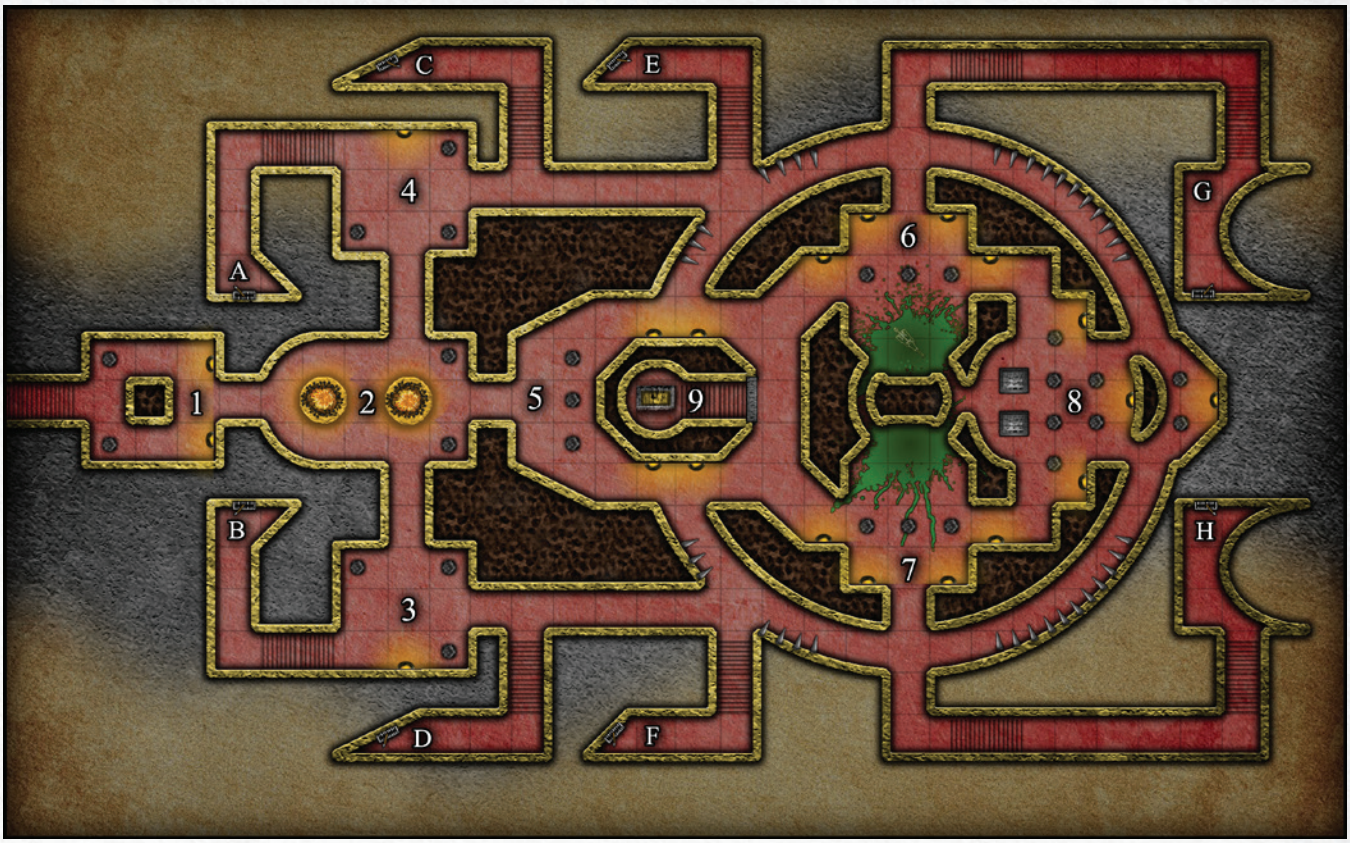
An *orb of Ignis* is destroyed if it is targeted with 30 points of cold damage. Any items stored inside it are destroyed as well unless they are artifacts.

Thrice-Damned Powers

As a trio, Corinna, Melitta, and Sostrate have unique powers that set them apart from other creatures.

Linked *Life*. As long as one of the sisters is alive, she can use *raise dead* the other sisters once per month, but is cursed (as *bestow curse*) for 7 days afterwards. The sisters have a long memory and will plan a long, painful retribution on anyone who dares to kill one of them.

Thrice-Damned Strike (Recharge 5–6). As an action, the sisters can cast a modified flame strike that deals 17 (5d6) each of fire, cold, and electricity damage. They must be conscious and all within 10 feet of each other in order to use this ability.



Tangle of Webs

Rachel Ventura

Recently, there has been a sharp increase in the populations of spiders, insects, worms, and other vermin in the area. The ongoing spider and insect bites are little more than a nuisance, but after the disappearance of a few locals, the common folk have come together to raise funds to hire experienced adventurers to investigate. They have convinced the church to raise money to pay the party to discover what has happened to the missing people, and also to find the source of the vermin.

A priest named Nym Anjem offers the adventurers a *cloak of displacement*, an *eyes of charming*, a *ring of protection*, and a gold signet ring worth 1,500 gold pieces. He promises four pieces of jewelry, worth 1,000 gold pieces each, if the adventurers succeed. He informs them that the vermin seem to be coming from underground caves by the forest's edge. He provides a detailed description of how to find the entrance.

The natural entrance of the cave, furthered carved out by rough tools and water, has some sections that are smooth while others are sharp. The dirt ground slopes downward at a steady angle. About 50 feet down the path, the walls become more intentionally developed and wider apart. The ceiling of the tunnel continues to get higher as the path continues downward.

1. Entry Chamber

The tunnel transitions to a stone-laid floor with stairs that descend deep underground. The stairs open to a small chamber with a vaulted ceiling. Two pillars on either side of a disturbing statue ascend into the darkness above. The statue in the center of the chamber depicts a horrid tangle of insectoid legs and spinnerets, with claws and pincers reaching upward. Writhing black hair covers the center of the statue. The middle of the hair hosts an open fanged mouth. Two torches are on the east wall, a narrow hallway between them.

2. Chamber of Flames

In the center of this chamber, two open fire pits are ablaze with 10-foot flames. Above the flames, only darkness remains. Both fire pits are actually fire-breathing statues, and they trigger when the party enters the chamber. Two pillars in the back of the room

have black scorch marks. The fire-breathing traps are meant to keep the larger vermin in as much as they are to keep trespassers out.

3. Southern Scorpion Chamber

Waiting in the southwest corner blocking the descending stairs are three sand spiders (284).

4. Northern Scorpion Chamber

Filling the entire northwest corner blocking the west passageway are two ghostwalk spiders (280). The other three corners have webs.

5. Webbed Chamber West

Giant webs cover this area. The northern side curves around and splits heading northeast and east. Two torches light the area. The northeast passage circles around and has giant spikes dotting one wall, decreasing the size of the passage by half. The set of spikes closest to the center of the complex has a spiked pit trap (275) lined with drow poison. The remaining spiked passageways are clumps of webs. A spiders of Leng (285) hangs above the webs in the passageways to attack with *shocking grasp* when the adventurers approach. The southern side mirrors the northern side.

6. Feasting Pool North

Three black pudding (276) pool under a low hanging partial column. The remains of a previous adventurer are still decomposing in the strange fluid. Behind one of the three pillars is a hezrou (281) demon. It greets the adventurers with an eerie delight and then laughs maniacally, taunting the adventurers. It jokes that its last living meal had too many bones and not enough meat.

7. Feasting Pool South

A chain devil (277) is furthest from where the adventurers enter the chamber. It is attempting to control a chelicerae (277) which fills the largest section of the area.

8. Webbed Chamber East

The chamber opens up, but several webs still adorn the area. Two female drow priests each stand at a different altar. Guarding the area are a drow cult leader (278) and two driders (279).

9. Jailer's Hall

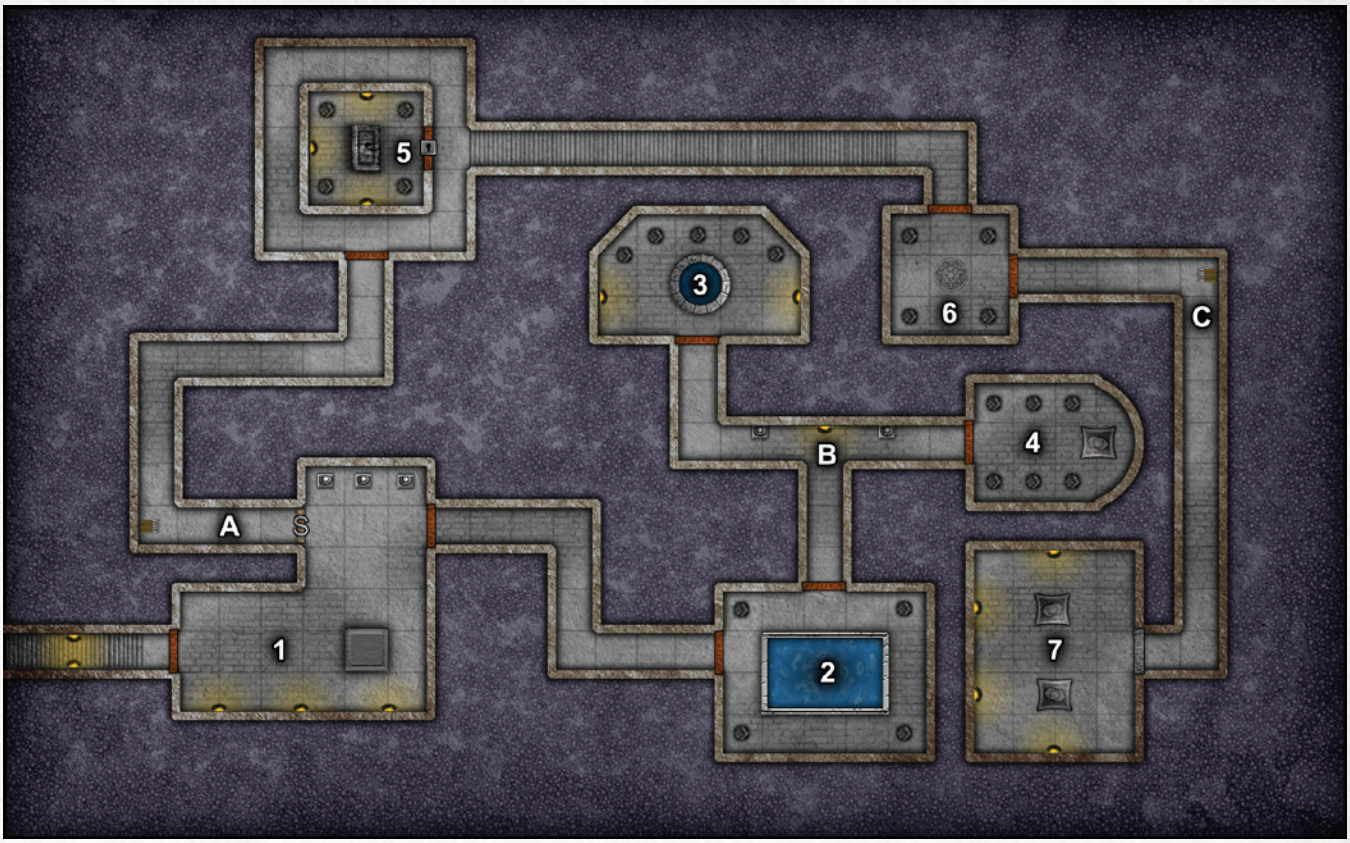


A locked heavy door made from an extremely thick carapace over iron bars blocks this passageway. The door's lock can be picked with a successful DC 17 Dexterity check with thieves' tools. Engraved on the door is a silver seal similar to the one in the first room. Characters succeeding a DC 14 Wisdom (Perception) check hear a female voice calling for help. On the other side of the door are natural stairs descending to what appears to be a jail cell. Sitting on the edge of a cot is a disheveled woman wearing tattered rags. Despite her appearance, she is quite beautiful. She is actually a fallen planetar (283) [GM Note: same stats as a normal planetar but replace all instances of good with evil and vice-versa]. She was once a bringer of divine plagues of locust. Entrapped within this prison, she has allowed her anger and hatred to twist her nature and she has fallen from grace. If the adventures ask her about the other prisoners before getting close to the fallen angel she tells them hideous monsters took them away and that she hasn't seen or heard from them since. In truth, the dungeon's inhabitants devoured the victims, and only grisly scant remains are scattered throughout the tunnels.

A–H. Storage Cells

Each of these passageways has descending stairs that end at a secret door disguised as a wall with arrow slits. Hiding behind the secret doors are 10 drow veterans (286), which can be spotted with a successful DC 19 Wisdom (Perception) check. The veterans wait until the adventurers enter line of sight before firing arrows tipped with serpent venom. Stocked in each hidden room are barrels of wine and ale, along with crates of rations and various treasures, gems, and weapons.

Rachel Ventura



The Unwise Young, They Say Do Ne'er Live Long

Stephen Yeardley

Uskonto the Unshakeable, still a relatively young man, disappeared after taking responsibility for a child's death when charging in to save a village. Rumor suggests he's in Underworld, seeking atonement, but he's needed! Perhaps allies can help the adventurers, while foes will certainly hinder them...

Supposedly midway between the sunlit surface and the dark depths of Underworld's lowest level, a legendary travelers' haven exists. Near powerful magical caverns, yet encased in energy-nullifying rock, three accomplices—archmage (276) Rajahdys (LN), assassin (276) Jalki (NE), and devilbound gnomish prince (278) Pettaa (CE)—run this ancient site, brooking no crossing of their tenets. Accepters get up to 200 hours rest; dissenters "disappear" within 20 minutes. The hostel has one section for "self-interested" types and one for "indifferents." No one of good alignment has rested here in recorded history. Sized for large creatures, but boarding huge types at a pinch, guests stay in upright, gravity-defying, *rope trick*-based sleeping chambers that hold 6 medium, 2 large or 1 huge creatures. The surrounding rock nullifies teleportation magic into, out of, and around the complex, except for a possible *plane shift* from Area 6. However, three gates exist: one to the surface about 3 miles in the air; one to the bottom of Underworld's deepest lake; and one to Hell. A secret passage links areas 4 and 7; Rajahdys, Jalki, and Pettaa wear the tokens needed to use it (see areas 4 and 7 for details).

1. Secret Entrance

Finding the halfway house's secret entrance requires a successful DC 26 Intelligence (Investigation) check; regular users can describe its general location and grant advantage to the check. Nonevil creatures entering the stairwell must succeed on a DC 16 Wisdom saving throw or be compelled to leave (as a *mass suggestion* spell). Information from the stairway reaches one of the hosts on duty at their desk in the north section, who unlocks the door for guests or waits for others to

"break in" – the door can be unlocked with a successful DC 23 Dexterity check using thieves' tools. Unwanted guests trigger the appearance of two bone devil (277). A character can detect the summoning trigger with a successful DC 20 Intelligence (Arcana) check. The trigger can be destroyed by targeting the door at the top of the stairs with dispel magic (either cast as a 6th level spell or including a successful DC 16 skill check using the character's spellcasting ability).

A. Hail of Arrows Hall

A cold *glyph of warding* is inscribed here, but only triggers for creatures of good alignment.

2. Lawful Evil Room

This area houses LE guests. The central space is the gate to the sky. Three out of four sleeping chambers are occupied: NW corner, empty; SW corner, erinyes (280) Kavaltaa; SE corner, a group of eight LE unholy pilgrims cult fanatics (277) searching for...someone; NE corner, the vampire (286) Horrocks, unaware of the pilgrims after being in the chamber for an uninterrupted week.

B. Footgrabber Hall

An acidic *glyph of warding* is inscribed here, but only triggers for creatures of good alignment.

3. Chaotic Evil Room

This area houses CE types. The central space is the Underworld lake's gate. The central chamber contains Elain, an aboleth (284) looking for a fight, with his four cult fanatic supporters, each in their own pod.

4. Serpent Room

Killing Joke, a grim jester (281) and its pet corpse mound Moundshroud use the three northern and single southeastern corner chambers. Leka Vasara, a naina, currently in human form, had been tracking Elain, but is now distracted by the undead. She's remained in the southwest chamber since they arrived, considering how to deal with them. The 10-foot stone block contains a secret passage to Area 7 that can be spotted with a successful DC 25 Wisdom (Perception) check. One of the hosts' tokens is needed to pass through the walls and use it.

5. Water Room

This area has just two guests: a central, water-filled, 12-foot-by-8-foot tank holds efreeti (276) Raskas Vesi; the northeastern chambers houses an encephalon gorger (280) named Mielen-Vikaisuus, who changes his mind entirely every 1d4+2 hours. He can't remember how he got here, where he came from, where he is going, or what were his original intentions, but he becomes a loyal ally to any creature who succeeds on a DC 20 Charisma (Persuasion) check for one hour.

6. Neutral Room

This space houses Neutral types, is currently empty, but can still influence events. A character who succeeds on a DC 22 Intelligence (Arcana) check determines that if blood from creatures following the other 8 worldviews is poured onto the central mosaic, the complex and every creature within it will shift to a parallel, mirror material plane. The southwestern chamber shows signs of recent use; a suit of *glamoured studded leather* (that appears as a medium-sized, moth-eaten fur coat) hangs on one hook.

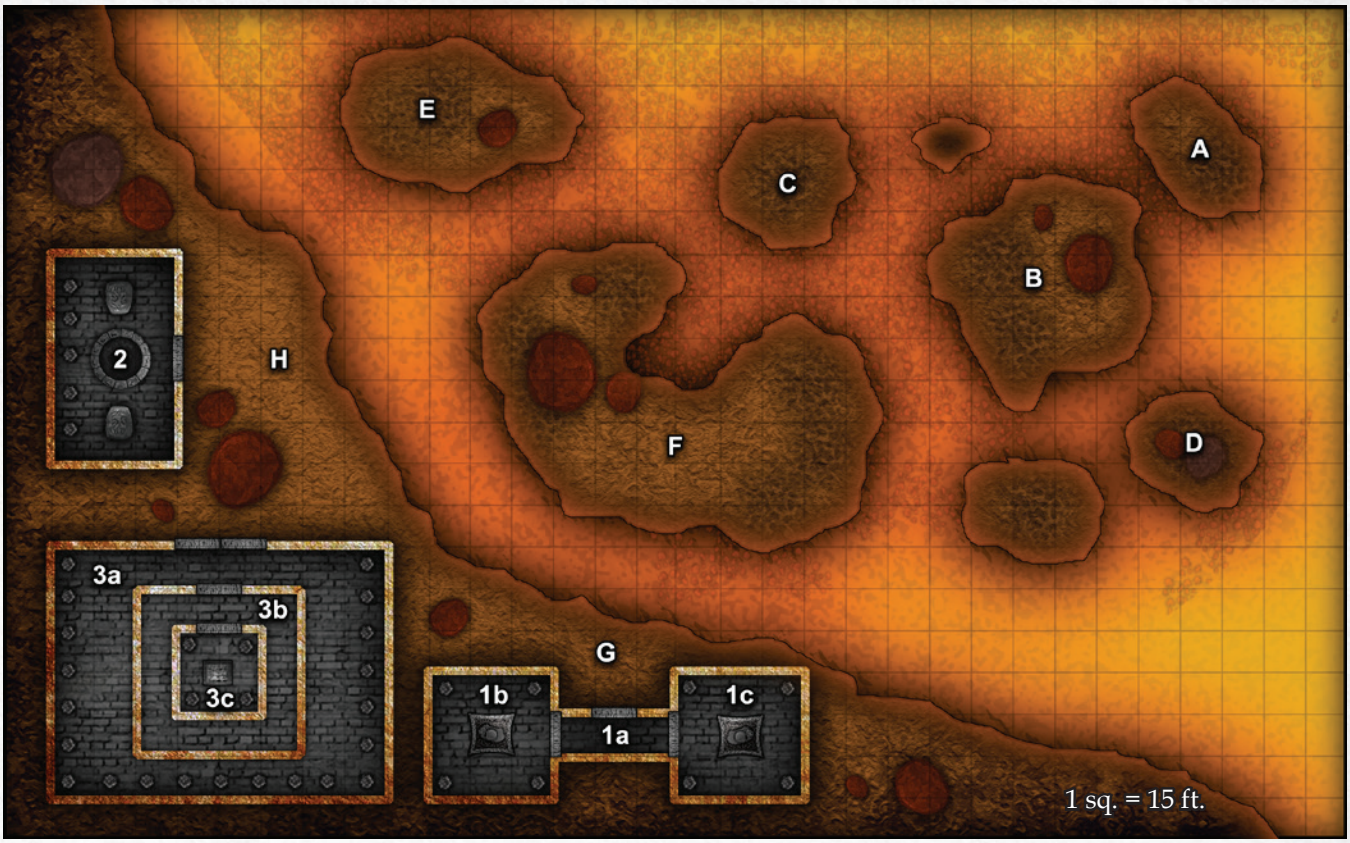


C. Reaper Door

Valeh-telija (see Area 7) has set a *sphere of annihilation* where the spears are marked.

7. The Blank Wall

The corridor ends in a blank wall, but a character who succeeds on a DC 25 Perception check or DC 22 Intelligence (Investigation) check finds the secret door. The room holds Uskonto, now a mere LN knight (282). His companion, the orobas (283) devil Valeh-telija, seeks to permanently turn Uskonto to evil. Also present is an *invisible* imp (276), sporting tiny magical scroll and quill, present to monitor and record agreements. A character who succeeds on a DC 25 Perception check or DC 22 Intelligence (Investigation) check finds a secret passage to Area 4. One of the hosts' tokens is needed to pass through the solid walls and use it.



I Am Not of Your Element

Stephen Yeardley

Recently a wave of otherworldly energy flowed down a fault line far into the Underworld, dissipating where a fire giant monastery rested over a lava lake. The giants' delving through the floor towards the lake had imperceptibly but irrevocably weakened the rock on which the ironclad stone halls sat; it collapsed, taking down most structures, and even the stoutest giants finally drowned in the lava. Only two giants remain alive lives, though many other creatures seek to take advantage of the chaos and the new terrain.

This far underground, the adventurers sense the sulfurous heat long before reaching the carnage. They're on a cliff edge, with lava dozens of feet below. Their route towards the northeastern corner should be a path across a cavern floor, but now it's a series of flat-topped columns rising from the lava below. Scorched stalagmites are dotted about. Three gigantic buildings stand perilously close to the cliff's edge.

1a. Gray Goo'd

A shoggoth awaits the gnome in Area 1b's reappearance. It will flood him, further "recrafting" his body to a "more effective form", which will kill him. It attacks the adventurers to "perfect" them as well.

1b. Shadow'd

Musta Taikuss archmage (276) discovered the damaged monastery a day ago. He gleefully set about the near-dead giants with his *staff of frost* before the banshee and then gray goo attacked him. Retreating here as the nanites began to craft him into immovable, thick shadow (his "perfect" form), he's now disguised as part of the room's statue, trapped by the otherworldly construct in Area 1a. His ointments worked, but hit points haven't recovered naturally.

1c. Transform'd

The iron golem (281) in this room once guarded the queen when she left the area. She was killed in the collapse, however, and nothing stirs the golem unless anyone other than a fire giant comes within 10 feet of it.

2. Royal Contemplation Chamber

This was the royal contemplation chamber. Two thrones remain, on either side of a cleansing pool. The pool is effectively a magical trap. A successful DC 16 Intelligence (Arcana) check reveals that, if touched, the water explodes into deadly steam. Any creature in the room must succeed on a DC 17 Constitution saving throw or take 55 (10d10) fire damage, or half as much damage on a successful save. The giants withstood the heat as the clouds of steam created visions for them when they inhaled them.

3a. The Janitors

The giants used a weakened shoggoth (285) they found ages ago to keep the monastery clean, not understanding the true nature of the creature and mistaking it for an ooze of some kind. The disaster caused the creature to calve and produce offspring. It sits between Area 3a's doors (which open outwards) and Area 3b's (which open inwards). The statues celebrate former high ranking fire giants who learned much here.

3b. The Guardian

Hullu Liekki archmage had slowly earned the grudging respect of the giants. Now he performs what will be his final task - protecting the giants from nuisances as they pray. His spells are engraved on a set of 1-inch-round thin mithral discs he wears as a necklace at all times. He fights anything coming into Area 3b to the death.

3c. The Thinker

The monastery contemplated many deities; now only two devotees fire giants (280) remain, praying for a glorious death as the statues of the four deities they worship regard them with indifference.



Other creatures may be found close to the monastery and on the columns leading from it, including:

A. Pata Rumpu

Pata Rumpu's (bandit captain; 276) broad back supports his kettledrum as he heads towards the monastery. He's made it to the first column, but is unsure what to do next. He came from the direction the party is heading.

B. Stolen Heart

Having stolen and retained the queen's heart, an ice devil (281) waits to see if it can claim one even more powerful. Returning the banshee queen's heart releases her and earns the party a suitable reward.

C. Tuhkalisko

Tuhkalisko, an adult red dragon (279), lives at the bottom of the lake, but occasionally would observe the monastery's comings-and-goings. The party may spot such a visit as the dragon rises from the lava.

D. Virheeton Lämpö

This column is unoccupied, and with some precautions might make a safe resting place.

E. Raivo Poltto

A circle of ten druids (279) have come here on some mysterious errand.

F. Laying in Wait

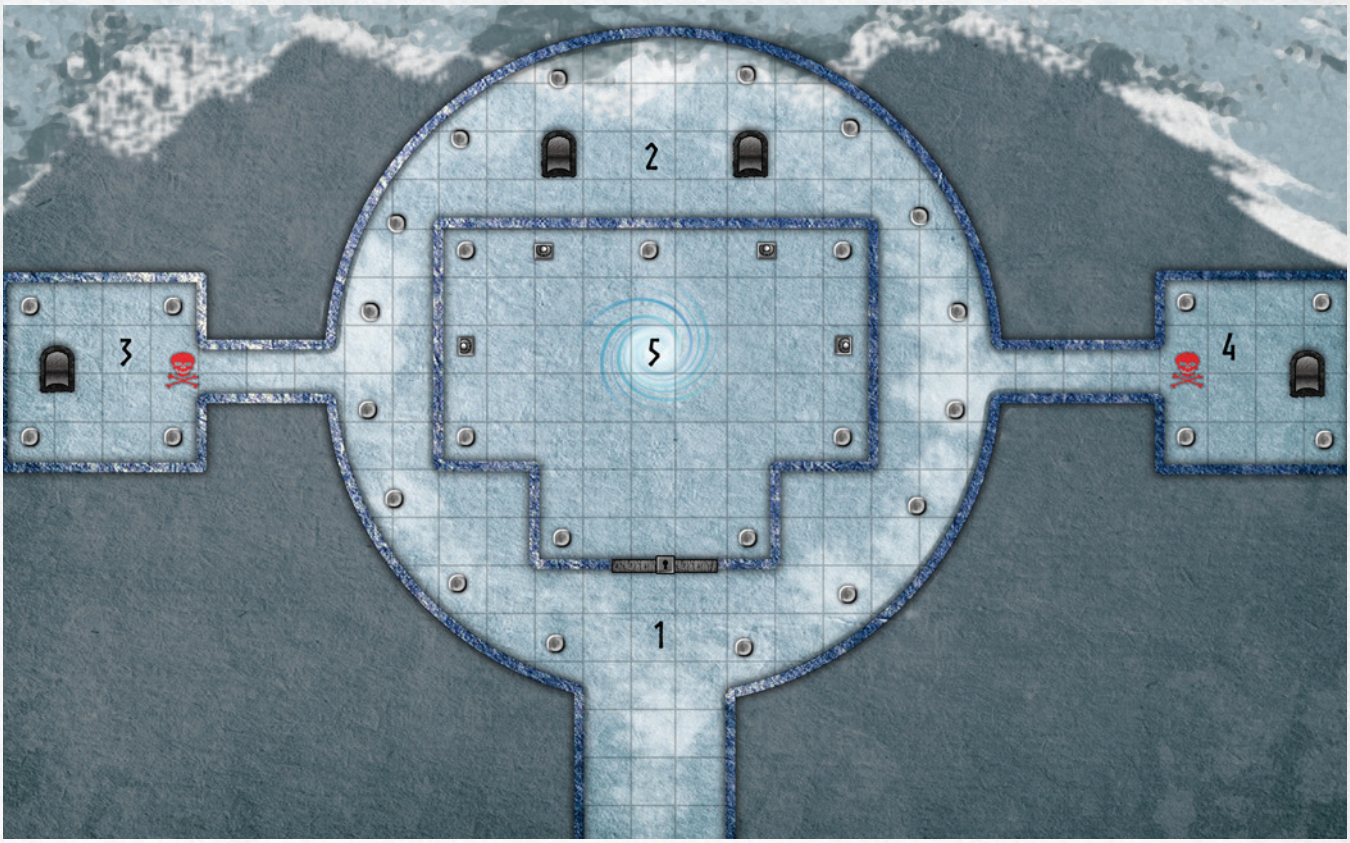
A urochar (286) appeared after the otherworldly energy exploded. Now it watches the monastery remains for any signs of life to attack.

G. Cherufe Search

Looking for some tool or other to help defeat the red dragon (C) this adult copper dragon (278) is wary of entering any building. If close to defeat, it uses its *earthquake*, sending everything into the lava lake below.

H. Disguised Heat

Originally held in a long-lost binding cell, and now disguised as an injured noble shaitan genie, this glabrezu (280) gets adventurers to "cure" it before granting one of them a destructive *wish*, then attacking.



The White Wyrm Awakens

Justin Andrew Mason

This encounter assumes the adventurers have met the Hvíturiddare "White Riders" clan of Vikmordere and witnessed their unusual practice of riding into battle on the backs of gargantuan winter wyrms.

When the party earns the trust of the White Riders, the clan reveals to them that only very special wyrms can become mounts, and even then, only with the use of wyrmreins. These creatures only appear within an ancient holy shrine located in the northern mountains—a sacred place known to the White Riders as the Ormurhellinum.

Aware of the importance of the quest to the Vikmordere people, the White Riders suggest that perhaps the Ancestor Spirit would see fit that they have their own winter wyrm to ascend the snowy peak of Ighdenholm. The Hvíturiddare offer to take the adventurers to the entrance of this shrine and provide them with a set of wyrmreins, but they insist that the adventurers must enter the holy place unassisted and pass the trials therein on their own to prove their worth to the ancestors.

1. Entrance to the Ormurhellinum

The wide, cavernous entrance in the side of the mountain continues northward before opening up into a complex that has been hewn directly into the icy-cold stone of the mountain. This pillar-lined room is a massive dome nearly 70 feet across and 50 feet high at the apex. Two narrower passages lead off from the west and east sides of the chamber, and situated in its center is a smaller stone structure 45 feet wide and 40 feet tall. The face of the smaller structure boasts a massive stone double door with a large and complex locking mechanism.

The stone doors are locked but can be opened with either the ice key located in Room 2 or by a character who succeeds on a DC 25 Dexterity check with thieves' tools.

2. The Keymakers

On the north side of the smaller structure contained inside the dome are two 30-foot statues depicting robed maidens. Each carving has its arms outstretched, hands cupped together as if to hold something.

When the glowing ice shards from Rooms 3 and 4 are placed in the palms of the statues (each into the hands of the statue closest to the shard's room of origin), the shards melt as a third golden-glowing ice shard forms from the ground up between the two massive statues. The third shard then melts away, leaving behind a key fashioned of ice that glows with an amber light. This key unlocks the doors in Room 1, but melts away immediately after being used..

3. The Indigo Shard

This chamber is outfitted with a single stone altar, upon which rests a large shard of ice that glows with a faint indigo light.

If the ice shard is touched or moved, a winter wyrmling (287) burrows up through the ground and attacks the adventurers.

4. The Cerulean Shard

This room is outfitted with a single stone altar, upon which rests a large shard of ice that glows with a faint cerulean light.

If a creature touches the ice shard, a freezing cloud of air fills the room for one minute. A creature that enters the room or ends its turn there while the cloud is present must succeed on a Dexterity 17 Constitution saving throw. On a failed save, the creature or takes 4d10 cold damage and gains one level of exhaustion. On a successful save the creature takes half as much damage and no exhausiton.

5. The Winter Wyrm's Lair

Opening the massive doors of the structure reveals a single large room lined with pillars and carvings depicting kneeling Vikmordere warriors, each with an inverted sword in hand. All the statues seem to stare into the center of the chamber.

After a few moments, the floor begins to rumble If characters remain in the area for one minute (it does not need to be the same character for the entire minute, but at least one character must remain within the area at all times within the minute), the floor rumbles loudly and small chunks of ice cascade down from the ceiling. A massive winter wyrm (287) bursts through the floor, sending larger chunks of ice flying. All creatures within the room at the time the winter wyrm bursts out must succeed on a DC 15 Dexterity saving throw or takes 2d10 bludgeoning and slashing damage. The awakened winter wyrm attacks immediately!

Wyrmreins

Wondrous item, very rare

Each link of this heavy 50-foot-long silver chain is engraved with an arcane rune. *Wyrmreins* glow a faint blue when within 100 feet of a winter wyrm or wyrmling. If the chain is drawn across the maw of the wyrm, the wyrm is under the effect of an *animal friendship* spell, as through the holder of the *wyrmreins* had cast it, for as long as it remains harnessed by the *wyrmreins* and for one hour after the wyrmreins is removed.





The Cackling Madness of Umberstone Manor

Justin Andrew Mason

Lingering In the shadow of Mount Shalefor, Umberstone Manor is the ancestral home of the Valninboom family. The mansion is set high upon Umberstone Hill on the outskirts of the city of White Oak's Shire. The settlement was founded three centuries past when the progenitor of the Valninbooms, Lord Rimbrall, first incorporated it as a base of operation for the White Oak Trading Company.

Renowned dealers of antiquities, the Valninbooms' trade empire amassed great wealth as masters to the River Wyde. Over the centuries the simple trade outpost grew in population and eventually bore its own thriving economy. Today the city is a bustling trade port.

The generations of Valninbooms grew in wealth and power, but they also became reclusive. The Valninbooms focus on company business, and rarely make public appearances. As the outpost expanded, those who held administrative positions in the trading company soon inherited governing responsibilities for the city.

These positions of power in White Oak's Shire are passed down through generations, forming several influential houses within the community. No one interacts directly with the Valninbooms save for the council of governors who each head one of the five houses of White Oak.

The Valninbooms receded from public view as a necessity to hide their un-aging appearance; Lord Rimbrall (vampire; 286), his wife Marlura (vampire), and his three concubines Veda, Sarif, and Acillia vampire spawn (286) are all vampires. Rimbrall founded the manor on unhallowed ground in the shadow of the great mountain to shield his home from direct sunlight. He spent centuries cultivating the nearby city in order to supply his family with ample blood to feast upon. The ploy has been utterly successful, and for over three-hundred years the brood has enjoyed a life of blood-drenched luxury within their darkened abode. Even the governors of the city are unaware of the family's true nature – mistaking their behavior for the eccentric tendencies accompanying unimaginable wealth.

That is until now. A famed (archmage; 276), adventurer, and vampire hunter named Nicoleta Vasile has uncovered the secret of Umberstone Manor and made it her personal mission to destroy the powerful vampire couple and their thralls. She has initiated a threefold plan to weaken the ancient vampires so they may be defeated.

She has been dumping a powerful poison into the river for weeks. The concoction has no immediate or permanent effect upon the living, but renders their tainted blood unsuitable for consumption by the vampires. Prolonged exposure to the poison however does have a side effect: it causes the onset of hysterical mania, memory loss, and sends victims into fits of uncontrollable laughter. The effect is not deadly, and will pass three days after exposure to the poison ceases. Without a reliable food source, the vampires will grow weak and hungry.

She hired a crew of 20 dwarven smugglers (thug; 286) to dig a tunnel leading from within a cave in the White Oak Woode up to the summit of Mount Shalefor.

The tunnel work has been completed, and Vasile has since spent months transporting tons of explosives up to the Suncrest summit. She plans to blast the site and expose the manor to sunlight while also sending an avalanche of rock and debris crashing down into the river below – temporarily blocking all incoming merchant vessels from upstream.

The adventurers have been hired by the governors to investigate the strange curse that has befallen the city. Called the Cackling Madness, two thirds of the city's populace have descended into a laughter-inducing madness. The governors have determined the river to be the source as only the common folk who take water directly from it are affected. The matters of who, how, and why remain a mystery. A reward of 10,000 gold has been offered to uncover and route the cause of the madness.

The Curse of Umberstone Hill

The entire face of Umberstone Hill is perpetually cast in the shadow of the looming mountain. The ground is profane and cursed; living creatures entering the area must succeed on a DC 17 Charisma saving throw or gain vulnerability to necrotic damage for as long as they remain in the area. This curse is only lifted when the hillside is exposed to direct sunlight.

A *detect poison and disease* spell or similar effect will immediately reveal that the river is tainted with Nicoleta's poison. If the riverbed is dredged, several leaking barrels containing a strange black liquid are discovered. If permanently removed, the poison clears from the waters in one week.

During the first night of investigation, from a vantage point overseeing the river, the adventurers will witness a cloaked figure and five smaller figures raft away from one of the barges anchored at the South Docks. The raft shores on the far side of the river and unloads a pallet of cargo which they carry into the forest. This is actually Nicoleta and five of her dwarven smugglers pirating away barrels of black powder to the Clearing Cave. The adventurers will not be able to catch up, but have no problem following the well-worn path through the forest to the cave.

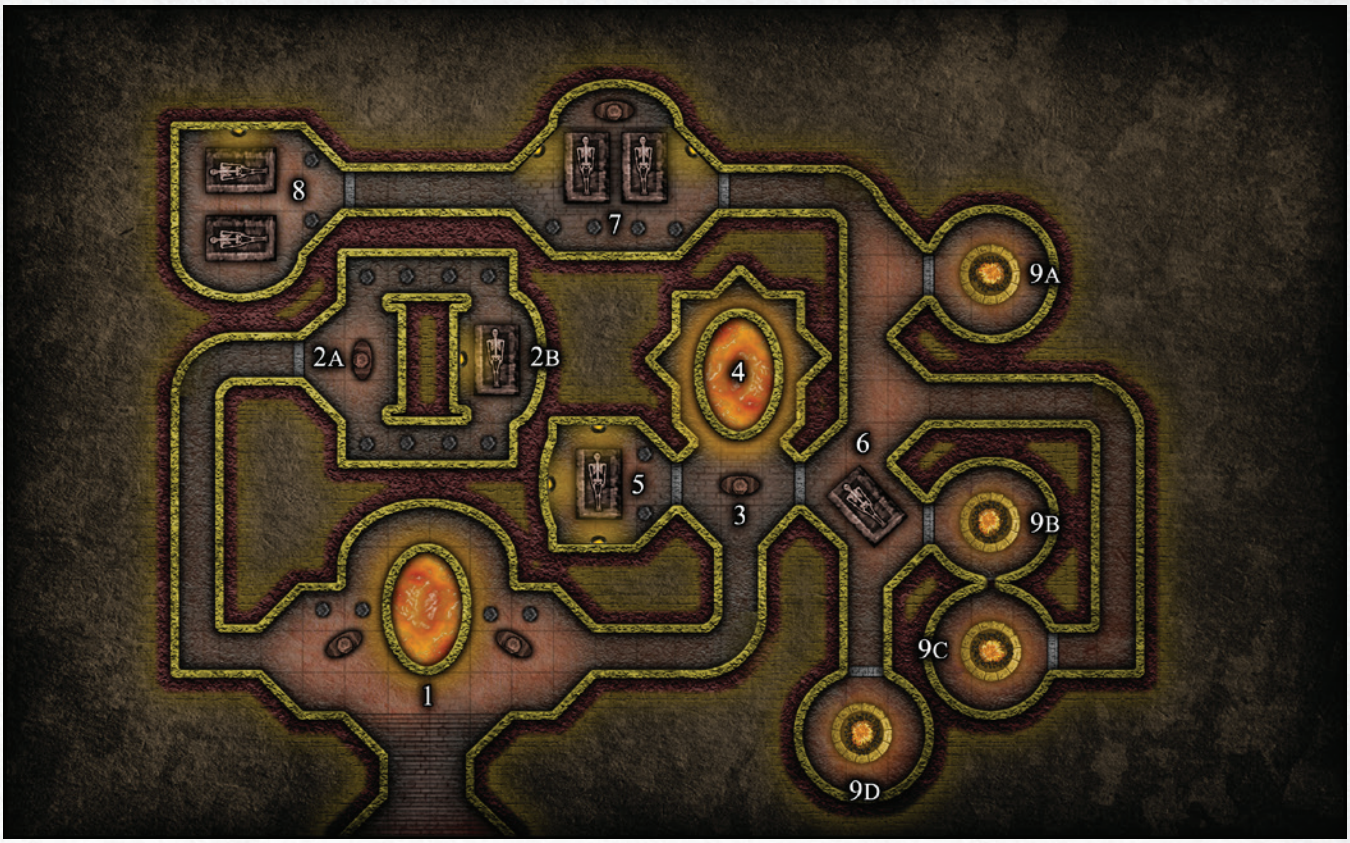
The cave is guarded by 15 dwarven miners thugs. They do not let the adventurers in the cave, and fight to defend the entrance to the tunnel leading to the Suncrest. If captured, the dwarves may be intimidated into telling them about the black powder shipments being taken to the top by their boss.

Nicoleta the (archmage) will be encountered by the adventures as they make their way through the tunnel in pursuit. She is accompanied by five dwarves thugs. Depending on the disposition of the adventurers she will either engage in combat, or try to explain herself and her plan to take out the vampire brood of Umberstone Manor.

The adventurers can decide to capture or kill Nicoleta, in which case they are rewarded by the governors and the Cackling Madness completely vanishes after a week's time. They may also choose to assist her.

If the adventurers assist Nicoleta: at sunrise, she explodes the two tons of black powder stationed at the Suncrest, collapsing the mountain summit into the river and exposing the manor to the sun – which in turn ends the curse. The adventurers can then accompany her to the manor itself to assist in dispatching the four vampires within. When the truth is discovered, the governors hail the adventurers as heroes and provide the 10,000 gp reward. The adventurers are also offered alternate transportation or room and lodge for the month it requires city workers to clear the debris from the river.





The Bloody Sisters

Michael Allen

Wooed by a cruel warrior and a conceited conjurer, two beautiful and trusting sisters were crushed to learn the truth about their lovers' unfaithfulness. When each confronted their unfaithful swain, they were cut down in a bloody passion of sword and spell. Unwilling to accept their fates, the sisters' life forces survived into undeath, and they revisited justice on their killers, binding them to forever serve in death. From a hidden complex, the bloody sisters now seek to cut the threads of love throughout the land, feeding on the passion of the heart's blood of young lovers everywhere.

The sisters' grisly fate transformed them into skein witches (285), but their bloody end and thirst for similar justice corrupted them. Their wrappings are drenched in blood; the radiant damage they deal manifests as blood being drawn from the victim. Their ghast minions, victims of vengeance and hate, are likewise bloodily themed.

Ceilings in Areas 1, 2, and 4 are 20 feet high; the rest are 10 feet high. Light sources take the form of flickering lanterns or luminescence from bloody pools. The ghast (280) minions (Areas 5, 6, and 8) are placed as deceptions to burn resources in short, sharp combats. Unless noted, doors are unlocked.

Iron Maidens. Indicated as statues on the map, these devices are locked, though a creature can pick the lock with a successful DC 18 Dexterity check using thieves' tools. These devices serve as foci for the bloody sisters' *misty step* spell: a sister can step from any maiden to another regardless of range or line of sight, as long as the destination is unoccupied.

1. First Glance

Two iron maidens flank a pool of crusted-over blood. One of the bloody sisters, a skein witch, watches intruders approach. She has total cover while inside the iron maiden. Through its eye slits, she targets a character with her Bind Fates ability, then uses misty step to retreat to the iron maiden in Area 3. The sounds of a beating heart and breathing can be heard from inside the other iron maiden, but it's a trap. The trap is triggered if the door is opened if the door is opened without a secret lever being thrown. The trap can be detected with a successful DC

18 Intelligence (Investigation) check and disarmed by a successful DC 15 Dexterity check using with thieves' tools. If the trap is triggered, darts spray out from the iron maiden in a 15-foot cone. Every creature in the cone must make a DC 15 Dexterity saving throw, taking 10 (4d4) piercing damage plus 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.

The beating heart and lungs are suspended from bloody threads, bolstered by necromancy. The iron maiden reeks of decay. A ghast (280) is hidden in a thin, secret compartment at the back. A creature can find the compartment with a careful search and a successful DC 18 Intelligence (Investigation) check. The ghast remains hidden until it's discovered or its mistress is engaged in combat (most likely in Area 3).

The dried blood in the pool is 3 inches thick. If a creature gets blood from the pool on itself, the sisters gain advantage on attack rolls against that creature. A creature can end the effect by using an action to wash off the blood with holy water or by completing a long rest. Disturbing the pool (e.g., throwing in a heavy object) will alert creatures in Area 4, because the two pools are connected by a hidden channel.

2a. A Stunning Surprise

The iron maiden is unlocked, but the metal blocks divination spells. Opening the door triggers a *symbol of stunning* that affects every creature within 60 feet (save DC 18), except for the gray thirster (281) hiding inside and the mask wight (282) in Area 2b.

2b. A Grave Mask

The flayed skin of the cruel warrior suitor was transformed into a mask wight, which reclines on the bier at the rear of this chamber. The wight is immediately aware of anyone entering the chamber. At an opportune moment, it uses its Wail of the Forgotten ability. The gray thirster in Area 2a is shielded by the iron maiden, but the wail causes the maiden's door to spring open, triggering the *symbol of stunning*.

3. A Second Look

The skein witch from Area 1 lurks in this iron maiden, where she has complete cover until she attacks, when she has three-quarters cover. The witch from Area 1 attacks the rear of the party if it wasn't destroyed previously.

4. Bloody Pulse

The blood of the sisters' victims coagulates in a gory sludge here. A corpse mound (277) bubbles up out of the pool. A second corpse mound deeper in the pool backtracks to Area 1 and starts dropping zombie (287) to send down the hall once it emerges.

5 & 6 Lost and Lonely Lovers

Lovers separated for decades and tortured by the sisters, these ghasts (280) attack any who enter—one in each room.

7. Cutting Chords

The second skein witch hides in this locked iron maiden, overseeing the repose of two undead bards (darakhul; 278) who held out hope for romantic fantasies in life. The darakhul use their Master of Disguise ability to appear as recently slain humans. Covered in the blood pooling in their sarcophagi, they feign death—a character will see through the charade if it succeeds on a DC 18 Wisdom (perception) check. The skein witch attempts to Bind Fates from inside the iron maiden before springing the door and attacking in concert with the darakhul.

8. Forever Yours

Shouting can be heard through the door. Two ghasts in this chamber hurl insults at each other, pausing their eternal argument only to attack intruders.

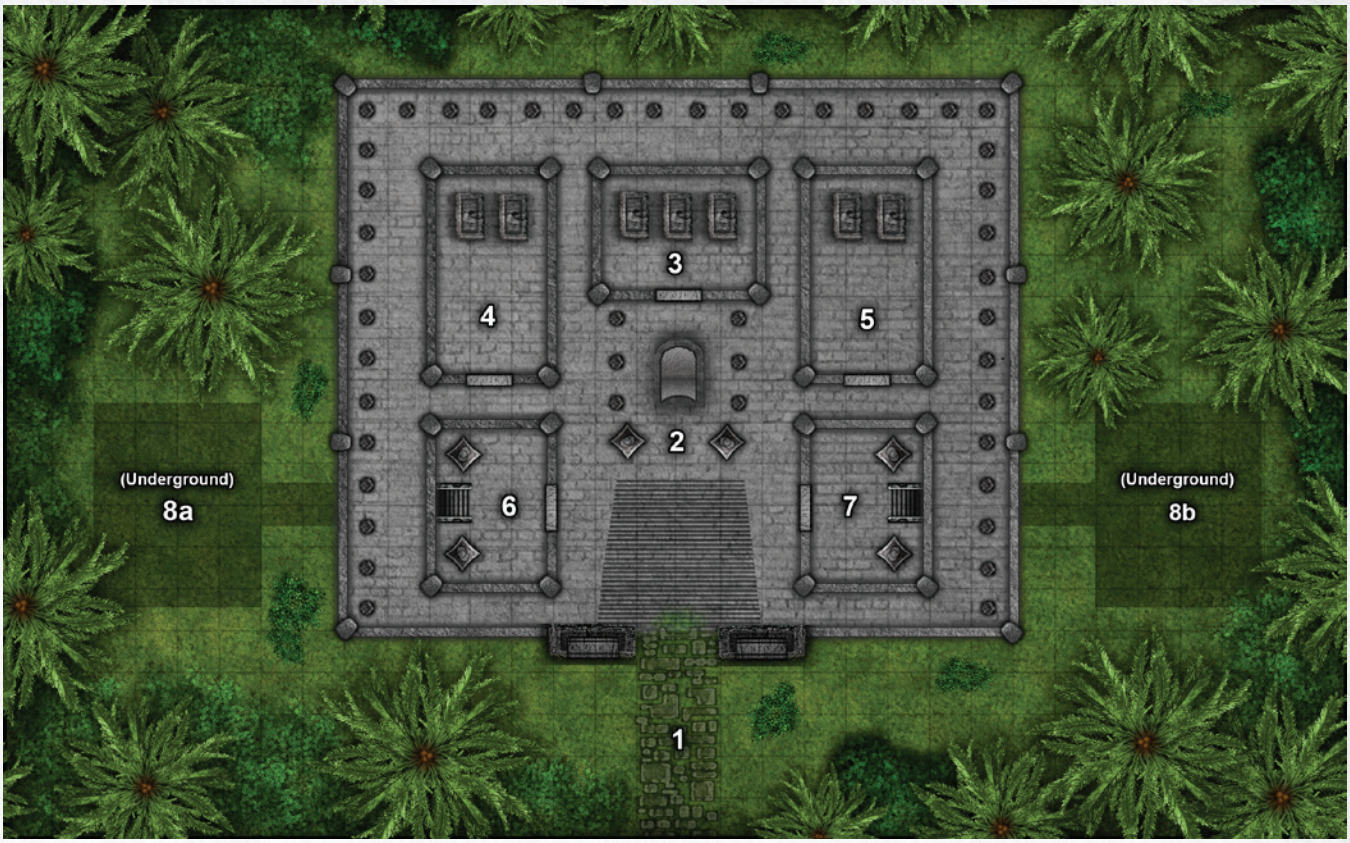
9. Consumed by Passion

Each of these wells is behind a locked door. A character who succeeds on a DC 15 Dexterity check with thieves' tools can open the doors of Areas 9a, 9b, and 9d. Each well is stuffed full of bloody bones and discarded clothing from uncounted victims of the sisters. They've become bone collectives (276) in swarm form. As each door is opened, the bone collectives in that chamber bursts out of the well and attacks. These swarms serve as eyes for a wizard once lover of one of the bloody sisters, now a bonepowder ghoul (277) in contact with bits of bone from each collective.

The bonepowder ghoul (277) is in the well at Area 9c, along with a bone collective. It sees whatever the swarms see, and it can cast spells through them. A character wishing to open the lock of Chamber 9 must succeed on a DC 18 Dexterity check with thieves' tools, and the character picking the lock is immediately aware that the attempt probably will be heard by anything beyond the door. The character can attempt to open the lock silently by taking disadvantage on its Dexterity check.

If the bonepowder ghoul hears the lock being picked, it withdraws into Area 9b through the narrow crack between them. It can cast spells through the crack.

Treasure. Room 9b contains a hoard of 10,000 gp, 1,200 pp, 11 gems worth 500 gp each, and a *potion of storm giant strength*. Room 9c contains a hoard of 12,000 gp, 1,700 pp, 6 gems worth 500 gp each, *horseshoes of speed*, a folding boat, a *decanter of endless water*, and a *potion of frost giant strength*. In addition to the treasure in those rooms, each sister has a keepsake worth 10,000 gp. One sister wears a ring with a diamond surrounded by rubies and set in gold, with an inscription of an ancient motto of battle, and the other bears a locket bedecked in platinum and sapphires, inside of which is an exquisite likeness of the once-handsome bonepowder ghoul.



True Lovers Run Into Strange Capers

Stephen Yeardley

Eternity at the beck-and-call of an immortal outsider can become..."mundane"...while existing simply to extinguish other creatures' lives eventually turns out to be equally tedious. But surprises rouse even the greatest of outer-planar beings from their ennui. And love is invariably a surprise.

Pesä-Salaisuus is a 500-foot-diameter demi-plane created in, then torn from, the rakshasa's realm. A renegade tataka, Ylhainen Kissa rakshasa (284), used a little essence from Kunkarna the Dream Warrior, her deathless master, to hide this lush jungle and lavish manse far from prying eyes in a cavern beneath an Underworld lava lake. Outraged, Kunkarna hired Palaa Luuranko (ice devil; 281) from a fey ally, and sent the ankou after Ylhainen. But on meeting, the two fell hopelessly for each other; now both flee the immortal. Palaa used a wish to adapt his dimensional anchor spell-like ability to surround Pesä-Salaisuus with a "no in-or-out travel" barrier, but walking the sunless depths can lead here.

1. The Approach

The 20-foot-wide approach comprises fifty previous victims, each flensed, formed into bone slabs by the pair's strengths. Skeletal arms burst from the slabs so sharp fingers pierce creatures' legs, becoming *entangled* in flesh and clothing. The arms strike with with +8 to hit, inflicting 2 (1d4) piercing damage, trageting all creatures on the walkway.

The doors roll open when non-outsiders, non-extraplanars, or guests approach, and a meal's aroma wafts out. Otherwise they remain shut, warded with a *symbol of death*. The adventurers are outsiders here. They have a 20% chance to meet two flanking bone devils (277) every 1d12+2 rounds if walking the grounds or every 1d20+2 rounds if airborne. Each encounter can happen three times.

2. The Foyer

Shallow stairs descend towards two tall, translucent statues that are victims-turned-bonepowder ghouls (277). Six sections of a broken stone column form



chairs for a pristine table that is the focus of a permanent, servantless magnificent mansion. The table's six legs are each made from nine forked metal rods.

The manse is lined by forty hollow, bone-formed columns. Each column contains a random *glyph of warding*.

3. Treasure Room

Treasure room with three coffers: the left coffer contains *wand of binding*, a 2,500gp sapphire the color of Ylhainen, and a text by a CG saint (5,000gp); the right, a LE text in the saint's blood (10,000gp) and a *staff of charming*. The treasure is guarded by an iron golem (281), which initially appears as a sculpture lying atop the (empty) middle coffer's lid. The golem animates and attacks if it or any coffer is disturbed.

4. The Lover's Beds

The lovers' beds are protected by *symbol of death*. The 30-by-30 foot floor is where this demiplane's elemental locus (280) manifests. Victims end up in 8a.

5. The Guest Beds

Two guest beds with *symbol of sleep* on them. The open 30x30 floor section in front of the beds hides a urochar (286), melded into the stone floor. Victims' corpses end up in Room 8b.

6. The Plinths

Two erinyes (280) stand on 10-foot tall plinths protecting the stairs to Room 8a. They can't move off their perches, but gain +1 to attacks against ground-based creatures. They attack a foe until one swallows it, then move to the next.

7. The Sphinx Colossus

In a moment of homesickness, Ylhainen recruited a androsphinx (276) for this room. Carved as an imperious, emerald dragon, it protects the stairs to Room 8b, always attacking the two nearest foes.

8a. Mashed Corpses

This space holds fifty or so pummeled corpses. Their bones form the approach path; the visceral slop feeds various creatures on the demiplane. Useful gear or treasure may be recovered from some of the bodies (DM's choice). Humanoids touching the corpses risk catching Cackle Fever.

8b. The Cleaner

A mound of bones and rotting corpses holds a creature that acts as a lawful evil mordant snare (283). Useful gear or treasure may be recovered from some of the bodies (DM's choice.)

Ylhainen and Palaa are so in love that all else is either a boon to their well-being and to be nurtured, or a threat to their happiness to be eliminated. Their "guests" on the demiplane are the former, while the adventurers may choose to be one or the other. Each lover fights to the death for its mate. There's a cumulative 5% chance either is in a room when the adventurers enter it (Room 2 is used many times; you may wish to increase the chance of encounter here). The first time one of the lovers is encountered, it tries to flee to its mate. If successful, the lovers coordinate future attacks, making strategic use of their guardian creatures. If not, they fight viciously while yelling a warning.

Stephen Yeardley



Three-Ring Circus

Stephen Yeardley

The adventurers find themselves in a city whose ruler, once even-handed and moderate, fell to tyranny a year after marrying. He chose to argue with, and declare war on, friend and foe alike. Things declined when his bride disappeared and he cursed common folk for favoring all he "held as false." In the chaos, he fought the city's allies openly. The judiciary mooted martial law, and the ruler was caught, charged, and sentenced. Now, barely credible news from the Underworld hints that not all is as it seems; the ruler's last few die-hard allies beg the adventurers to save him for a reward the size of a king's ransom, if they escape.

Vangin Vartija (archmage; 276), the warden, runs a firm-and-totally-legal prison. A 3-foot-thick stone wall holding sheets of lead and adamantine surrounds the place, with dozens of *forcecage* traps on the perimeter and within the building (marked in yellow). Vartija's charges call it the "Three-Ring Circus" for his use of magic rings that create permanent *warding bond* on the prisoners wearing them. Instead of pairs, he has trios, given to three evenly matched inmates. If one starts trouble and takes damage, the shared half gets spread across the others, who always have something to say about it. If they don't know this, they may wonder why initial targets take longer than expected to be defeated but later ones take less time. Prisoners in 5a and 5b are linked together. Significant trios are: fire giant (2a), bandit captain (3a), elf druid (3b); (3a) bandit captain, (5a) vampire, (6a) assassin. Gold beacons each cast area-wide *dispel magic*.

1. The Outer Walls

The walls are guarded by eight treants (286) wearing *boots of speed*, which they activate if chasing someone. They also keep 16 trees animated. The 100 feet of road before the steps looks paved with bricks and includes a clay golem (281). The warden and the void dragon can activate it mentally. There is a *wall of force* across the front pillars that guards can pass through with permission.

2A–2B. Guard Houses

Two knights (282)*† watch Cell 2A, but they have little to do. The blue rectangle is a controlled *gate* maintaining a thick block of ice over a fire giant (280), the only giant caught in the region. If freed, he grabs the nearest pole and fights mercilessly. The ice is 20 feet thick, the cell beneath 15 feet high, so the giant can barely stand. Cell 2B is similar to 2A, but it is presently without occupant. Instead, water fills the cell. If a character swims down 35 feet to the cell floor, she finds a forgotten *necklace of adaptation* and a *gem of brightness*; the latter is used to temporarily disable prisoners when they're being taken elsewhere.

3A–3B. Force Cages

Walls of force surround the villains in these cells. In Cell 3A, scandalous twin bandit captains (276), who corrupted many high-ranking officials, are guarded by two knights*†, hired just for this job. They have proved immune to the bandits' charms. The paladins aren't familiar with all of the usual prison guards and workers, nor the rest of the staff. The elf druid (279)†‡§ in Cell 3B was found with a ruler's letter promising payment if she poisoned the city's wells and fields. To date, nobody knows whether she was successful. She's guarded by three veterans (286)[1]. If released, she flees and tries to turn the treants against first the prison, and then the city.

4A–4B. Common Cells

Both rooms have four banks of five cells, each 7 feet wide by 6 feet deep and lead-shielded from the next. When a cell door opens, two wall beacons instantly cast *dispel magic* as a 6th-level spell at the prisoner. In each block, 18 ill-famed criminals (for example, raiders, slavers, dealers, prisoners; GM's choice) are watched by four knights*† and four keepers (mage; 282) who subdue anyone that enters without authorization.

5A. Western Oubliette[1]

A priest (284)*¶** and two knights*† discuss the prisoner in this cell without saying what it is. Their tone indicates it's someone whose plans for insanity-fueled mayhem were barely stopped. The cell is an oubliette, a teardrop of lead with just enough space for its occupant, a vampire (286). It's kept "alive" as it knows of a cabal of foul cultists that, while scattered, still affects parts of local society.

5B. Eastern Oubliette[1]

The prison's warden and his lieutenant (deva; 278, using *polymorph* to appear human) discuss the prisoner in this cell, another lead oubliette. It contains the warped ruler (noble; 283) and his wife, who in actuality is a disguised drow cult leaders (278). The matron wanted to subvert the region slowly, but her methods were too effective and the ruler went mad. She "fled" before searchers found her, waited five days, then used the last wish from a *ring of three wishes* to join the man. She maintains his madness by appearing as a "vision" thanks to a *ring of invisibility*. If the adventurers open the cell, she uses *invisibility* and to avoid detection. The beacons may reveal her. The ruler is huddled at the base of the cell. His insanity needs healing. The used ring can be found with a successful DC 38 Perception check.

6A–6B. Greater Force Cages

Again, *walls of force* keep inmates in place. The high-risk criminal in Cell 6A, an assassin (276), is guarded by two knights*†. A trusted medusa (282) has placed an imperial ghoul (282) in Cell B and is about to petrify it. The scout (284)†† who caught it helps. If the adventurers interrupt, the ghoul attacks the nearest one and then flees.

7. The Grand Hall

This central atrium is protected by six hardened clay golems (281) along with a strange pairing: a guardian naga (281) and a ghost knight (280). These two have worked together for many years, and both are much closer to lawful neutral than their original alignments. They guard the entrance to Room 8 until help arrives.

8. Throne Room

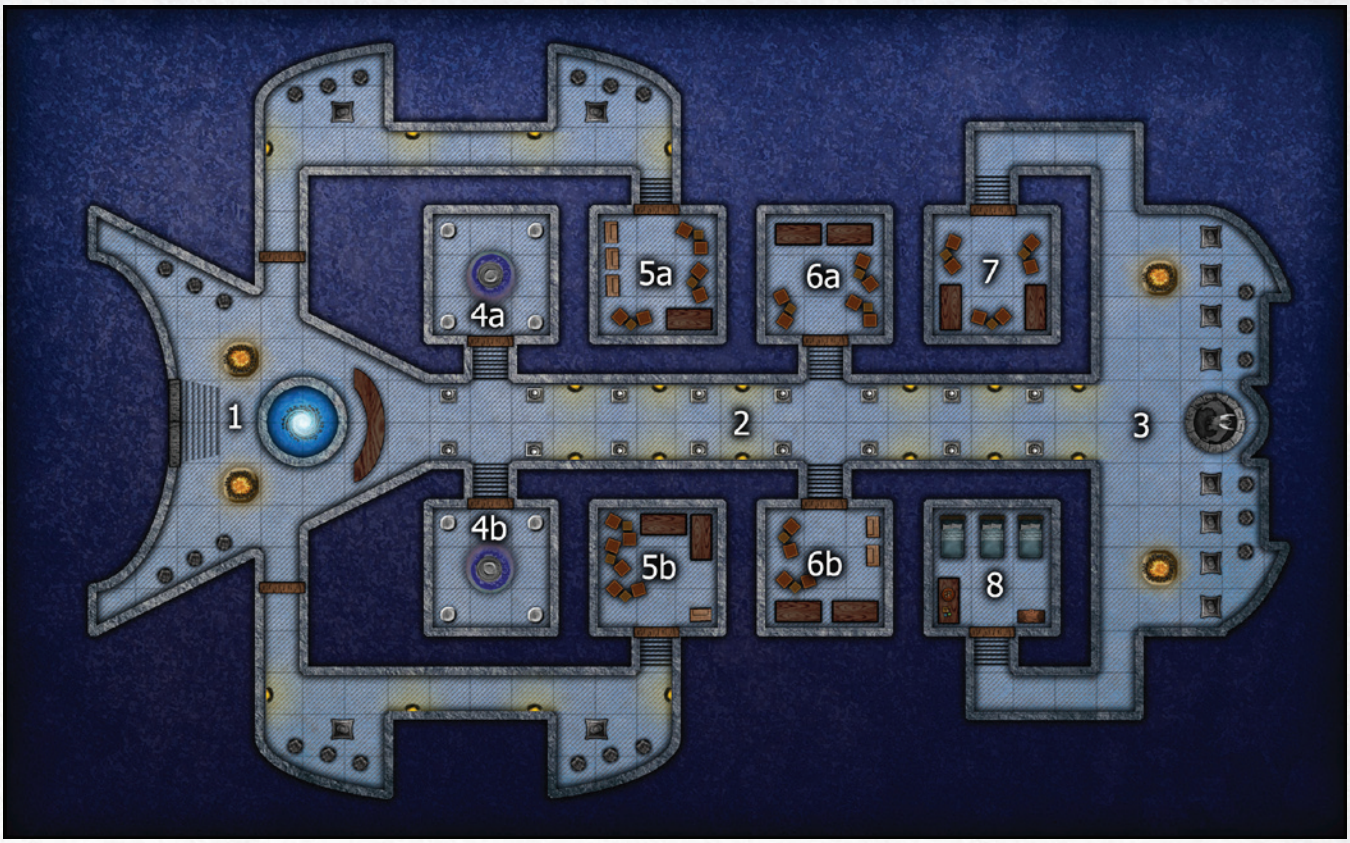
Room 8 has three statues, a large seat, and a *scrying* pool. If it isn't aware of trouble on the site, an adult void dragons (279) stands over the pool, reviewing a number of prisoners' dreams from the last 24 hours. As the adventurers enter, a scene of unfocused madness is visible in the pool, seeming to be from the mind of the man they are after. It acts as a *symbol of fear*.

Random Encounters

Random encounters here might come from either a change of watch or a main guardian after it finishes a listed task (for example, the medusa seeing the agent out after dealing with the imperial ghoul). As GM, choose how difficult you want the task to be for the party. High-level guards move toward any disturbance; the adventurers can use this to their advantage. Remember, prisoners don't have equipment, but they use what they get theirs hands on if released, and if they are left to their own devices, they begin to break free from their cells.

* Double hit points.
† Add an additional +8 to hit and damage.
‡ Triple hit points.
§ Increase spellcasting, up to 8th-level spells.
¶ Add an additional +4 to hit and damage.
** Increase spellcasting, up to 5th-level spells.
[1] Part 2 of this series, "Chase beneath the Prison," is on page page 238. The caverns and the prison link here. The matron has placed forces around the area, and she retreats there, taking the ruler, and waits for the adventurers. If the they can show there is a plot, some guards might help out.

Stephen Yeardley



Beware Gentlemen Bearing Gifts

Stephen Yeardley

You can acquire anything in the world's great cities if you spend enough time and money. This may involve dealing with shady types, but at other times, the sale is entirely above board. "Four Gentlemen for Gifts" is such a place: a legal store selling costly but exemplary items that include a "preferential purchaser's card." For generations, four "men" from one merchant family have run it, overseeing all transactions. The storefront's 20-foot-wide double door is flanked by 35-foot-long walls that display tempting *programmed illusions* of various high-powered magic items that appeal to every sense. If ever seen in its entirety, the store's shape broadly matches the owners, who are glabrezus.

The catch? Every item the "gentlemen" sell contains a drop of blood from each of them, which do not show up in any way short of a *wish* spell. Once uses an item, they gain the following ideal: "Brutality: all problems can be solved with violence." At first, this ideal may manifest simply as acting a little more selfishly, but the journey to the Abyss has begun. The "gentlemen" have supplied countless souls to their prince this way.

An issue the "gentlemen" have is a voidling (286) roaming around. They often lure anyone getting close to the truth to come and help them, blaming efforts to keep this issue "secret" as the reason for security. There is 25% chance the adventurers will encounter the voidling when in the building.

1. The Head

The triangular shop has stairs leading from the doors, which pass two large braziers to a 20-foot-diameter pool that froths constantly with refreshing water. Beyond the pool is a 30-foot-long curved wooden desk. About 15 feet behind that is a cloud-curtain; doors are north and south of the pool, each down a corridor. Lists of sought-after items are at the ends of the counter, some with rumoured locations. A "gentleman" greets every buyer. Items take 10 minutes plus 2 minutes per 1,000 gp value for the "gentleman" to collect. On his return, the gentleman hands over the item and a purchaser's card, which looks like a loyalty card but actually uses *programmed illusion* and calls a random creature (as a *deck of illusions*). The card calls a random foe toward the end of any fight, encouraging the purchaser to come back

for more merchandise. The room is well defended; the six pillars contain *invisible stalker* guards, any character who incites violence toward a proprietor triggers the braziers, which function as fire-breathing statues (275) that have a saving throw DC of 25 and inflict 35 (10d6) damage. The wooden counter transforms into a steam golem (285). The duty glabrezu (280) activates them all before retreating.

2. The Heart

This corridor's cloud-curtains hop seamlessly between points on the Material Plane. A nonevil character who steps between the yellow lamps or begins its turn there is affected by the following spells (one spell per lamp pair): *dispel magic; confusion* (save DC 20); *thunderwave* (5d8 damage, save DC 20); *reverse gravity* (save DC 20); *blight* (save DC 20); *power word stun*.

3. The Hooves

This area is on the Abyss, but hidden away. The pedestals hold vrocks (286) in stasis. The statue is an iron golem (281). The braziers function as fire-breathing statues that have a saving throw DC of 25 and inflict 35 (10d6) damage, which randomly shift position each round on Initiative count 20. One always appears by the golem, and both avoid the vrocks if possible.

4A–4B. The Horns

Crossing the cloud-curtain leads to an unknown part of the Material Plane. Doors open into rooms containing fountains used to procure potions. If a fountain is damaged, it summons aquatic guards to protect itself. The door seals as five water elementals (286) fill the room. Each fountain has a 1 in 20 chance of containing a common or uncommon magic potion. The sealed door can be opened by defeating the elementals or by succeeding on a DC 20 Strength check.

5A–5B. The Hook-Claws

Pedestals on the corridors to these rooms hold decorative statues of the gentlemen as sorcerous adventurers. All three are shield guardian (285). Crates in 5A link to scrolls, those in 5B to wands. Placing an item in a matched crate in a home sends it here. If a crate is damaged, the linked caster summons and sends foes to protect it. The door seals when the adventurers enter the room, though a character can force it open with a successful DC 20 Strength check. As soon as the door closes an air elemental (276) appears, followed by a young wind dragon (279).

6A–6B. The Hands

Rusty-looking iron boxes in 6A link to weaponsmiths, and those in 6B link to armor makers. Placing an item in a matched crate in a home sends it here. If a box is damaged, the relevant caster summons and sends protection. The door seals when the adventurers enter the room, though a character can force it open with a successful DC 20 Strength check. As soon as the door closes a fire elemental (280) appears, followed by a clockwork abomination (277).

7. The Heels

Each chest here links to a ring crafter. Placing a ring in a matched chest in a home sends it here. If a chest is damaged, the relevant caster summons and sends protection. The door seals when the adventurers enter the room, though a character can force it open with a successful DC 20 Strength check. As soon as the door closes an earth elemental (278) appears, followed by a young mithral dragon (279).

8. The Home

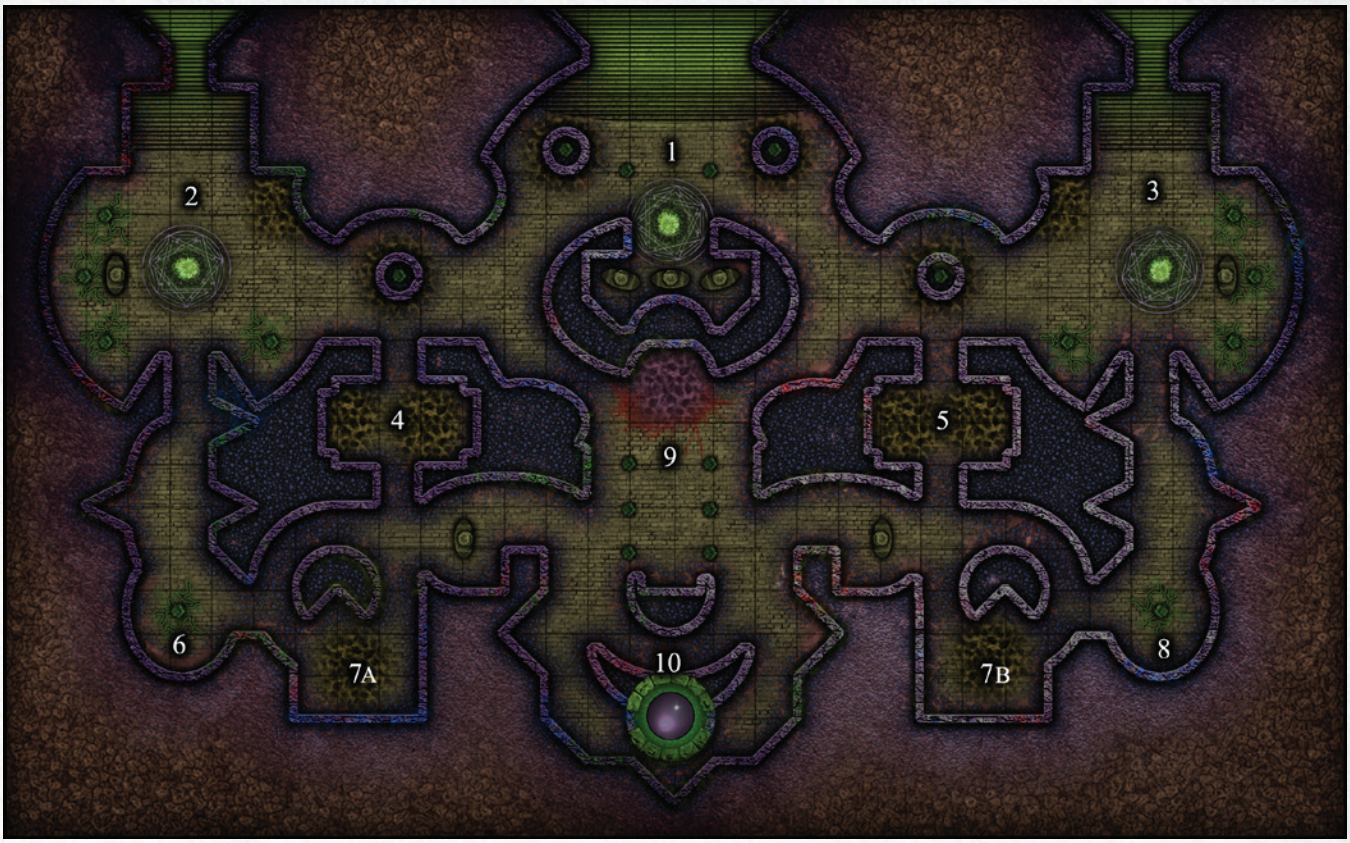
This room is on the Abyss, but it's securely hidden. The 12-foot-by-8-foot desk holds an enormous book, so large a character must succeed on a DC 25 Strength check to lift it. The book is a ledger of sales over time, written in Abyssal. No matter how many pages are turned, another always remains. The coffer in the corner is linked to all of the crafters the glabrezu know. It's used for wondrous items, no matter their size, and works in exactly the same way as the other rooms. Anyone touching it attracts all the glabrezus instantly, and a vrock appears at the end of the glabrezus' first turn.

Conclusion

Defeating the "gentlemen" isn't necessarily a good thing at the time. The shop loses its anchors with the

Material Plane and begins to drift about on the Abyss. Within hours, every demon in a 100-mile radius becomes aware of the now-undisguised structure, and race to claim it as their own. But that's another adventure altogether...

Stephen Yeardley



Maw of the Dark Tide

Justin Andrew Mason

"The Dark Tide Comes!" goes out the cry as the bells of the monastery begin to toll. It is too late. Dozens of tattooed cultists in service to the dark goddess Xyn burst through barricaded gates, slaughtering many. Within minutes the monastery is engulfed in flames. The cultists recede back to their mysterious floating isle and set back to sea, making way down the coast toward neighboring temples and shrines. No demands, just wanton violence and destruction of yet another holy site. The reign of terror must be stopped!

The adventurers are asked by the High Church to end the cultists' raids.[1] The offered reward is 2,5000 gp each, 2d4 rare magic items and 1d4 very rare magic items.

The Dark Tide is a small floating isle of coalesced dead coral and barnacle surrounded by a pool of black slime. The temple of Xyn, home to the Maw, is located at its center.

The black slime forms a 1,000-foot-wide moat around the island and penetrates up to 50 feet beneath the surface. A character must succeed on a DC 13 Proficiency (Water Vehicles) check or DC 18 Intelligence check to prevent the boat from flipping.

If a boat is utilized to cross the black slime, Xyn causes powerful waves to attempt capsizing the vessel. A character who succeeds on a DC 20 Proficiency (Water Vehicles) check can prevent the boat from flipping.

Xyn, Scourge of the Dark Tide—a NE hydra (281) with Int 10 (+0) and Cha 20 (+5)—is worshiped by a cult known as the Maw. She came into being as the servant to a powerful evil god that was long ago destroyed. In the thousands of years since the fall of her master, Xyn's own power has grown and she has cultivated her own small yet devout coven of faithful servants. She controls the Dark Tide and the slime that surrounds it.

Initiates of the Maw (cult fanatic; 277) have completely shaved heads and are covered head-to-toe in solid black tattoo save for a reverse emblem depicting a dozen

[1] Note: The objective of the quest can be accomplished by defeating the cult. More powerful parties may want to attempt to destroy Xyn herself.

interlocking serpent heads upon their chests. Comprised of both men and women, they wear blue robes over their armor and wield deathblade-poisoned weapons.

Ysamas Xi. Hierophant of the Maw (cult leader; 278) wears the *reflection of faith* which, based on his faith in Xyn, creates an illusion causing him to appear to be a scaly humanoid with six long-necked serpentine heads. When speaking, the heads take turns uttering one word spoken to form cogent sentences. He is the leader of the cult.

Reflection of Faith

Wondrous item, legendary, requires attunement

A non-descript silver bauble hangs from a serpentine neck chain. The *reflection of faith* grants its wearer an illusionary appearance with attributes based upon the deity they worship. The *reflection of faith* utilizes the user's own interpretation of the physical appearance of their deity to draw from, but the user cannot control or customize the appearance. The illusion does not change the user's size. The bauble also functions as a silver holy symbol. If the user is not devoted to a deity, the *reflection of faith* has no effect. The *reflection of faith* is destroyed if the wearer disavows their faith while wearing it.

1. Temple of Xyn

The temple is massive, but crudely crafted from ancient brick and bits of coral and fossilized barnacle. Twelve spires stretch above the temple complex. Three rows of steps lead to three different entrances.

Pain-filled screams echo from deeper in the temple complex. A bright green flame roils from a deep pit illuminating the chamber. Three large statues depicting serpent headed humanoids dominate the foyer.

2. Training Room

A group of four initiates (cult fanatics) partake in intensive combat training. Any sign of intrusion sounds alarm and the armed initiates rush to defend the temple.

3. Serpent Warren

Two cult fanatics tend to three highly aggressive serpent pets giant poisonous snake (285). They will turn the snakes loose on any intruder.

4. Opium Orgy

A group of four opium-intoxicated initiates (cult fanatics) partake in an orgy in this smoke-filled chamber. It takes two rounds for them to ready their gear.

5. Sleep Chamber

The room is lined with several makeshift pallets, upon which sleep four initiates (cult fanatics).

6. Food Storage

Several barrels of fresh water are stacked in this area along with crates containing 500 units of preserved rations.

7a & 7b. Dry Storage

Crates containing mundane items line the walls of these two rooms. Included in the contents are: three bolts of blue cloth, 300 feet of hemp rope, a dozen vials of black ink, and expert tattooist tools. One crate also holds a keg of serpent venom (100 doses), and 30 pots of fine opium.

8. Wine Cellar

Several barrels of fresh water are stacked in this area along with a single locked adamantine chest which can be opened by a character who succeeds at a DC 20 Dexterity check with thieves' tools. It contains eight bottles of fine wine, 12 *scrolls of protection from poison*, 8,500 gp, and 3,000 gp worth of gems.

9. Sacrificial Chamber

A dais in the center of this chamber opens into a wide pool of oily black water. Upon the platform stands Ysamas Xi, who watches an initiate (cult fanatics) actively rending a human commoner's limbs. Three other hostages (commoners; 277) watch in horror as the initiates toss the screaming man's limbs into the water. The floor is slick with blood.

11. Dais

Xyn's (hydra; 281) heads rise from the black waters below. As an action she can cause black slime to splash in a 60-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 42 (12d6) acid damage on a failed save, or half as much damage on a successful one. If Xyn is defeated, her body disintegrates into a cloud of black motes that spiral inward to form the *soul of Xyn*. The black slime vanishes, and the island sinks, becoming fully submerged in 1d4 hours.

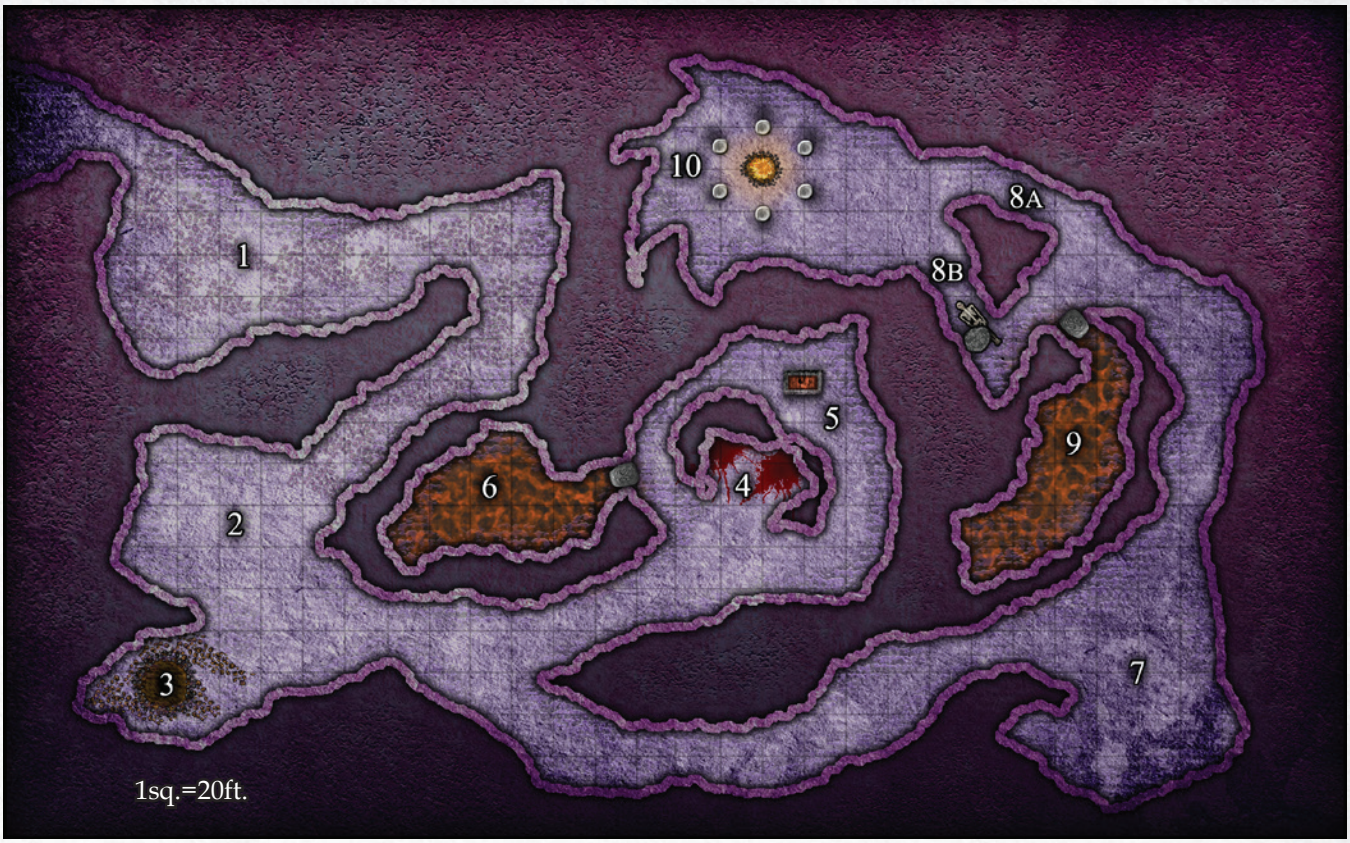
Soul of Xyn

Woundrous item, legendary, requires attunement

Slot none; **Aura** strong (all schools)

CL 25th; **Weight** 5 lbs.

An obsidian statue depicts a twelve-headed hydra. The *soul of Xyn* can be activated at will once per day to cast *regenerate*. Each activation causes one of the statue's heads to disintegrate. When all twelve heads have disintegrated, the *soul of Xyn* is destroyed.



Chase Beneath the Prison

Stephen Yeardley

In pursuit of a city's kidnapped ruler, the adventurers find themselves investigating a former prison. At the bottom of an oubliette in the deserted rooms, they find a passage forced into the Underworld.[1] Following a drow matron (cult leader; 278) and warped ruler from the prison, the adventurers find themselves in a series of rancid caverns. They see the pair flee to the south and then west before darkness obscures their sight.

1. Webbed Tunnel

Not immediately seeming to be a way out, this webbed funnel holds three huge spiders (285) and three ettercap (280) riders that fight from the walls and ceiling, gaining the advantage of attacking from above. Each ettercap has three shortspears to throw, and they flee via the web if they or their mounts are close to dying (more than 75% damage). The tunnel is thick with strands for more than a mile.

2. The Conquered Wanderer

The matron helped destroy many aboleth cities, and fought planktas on Underworld. When her own house was razed, she created an elemental locus (280) from the energies of her deceased family. Usually it's in Area 2, but it also roams between Areas 1 and 7. It leaves only if the cult leader tells it to.

3. Underworld Entrance

This entrance to the Underworld is surrounded by ettercap poison darts (275) that launch from the rubble immediately around the sinkhole. There is an illusory wall (*major image*) across the entrance to the cave, positioned just behind the line of rubble between this area and Area 2. It is at least 12 feet from the dart traps and doesn't influence them (stepping through the wall doesn't set them off), although it does make them harder to see from the east – requiring a successful DC 25 Wisdom (Perception) check. Hiding in front of the wall and behind the rubble are four *invisible* drow warriors (gladiator; 280; plus *dancing lights* at will and

[1] This adventure follows the events of "Three Ring Circus" on page page 238.

the following spells 1/day: *darkness, faerie fire, levitate*), and two drow mages (282). They rush to the cult leader if she calls them. These are the best remaining house troops; eliminating them and their matron effectively destroys the house, drawing the enmity of a drow deity.

4. Guarded Cave

Three deformed giants (frost giants; 280) and a deep one archimandrite (278) are feasting on former prisoners. The species of the victims is unrecognizable. The creatures have fought together with the matron for a couple of years, and they work to give flanking opportunities whenever possible.

5. Prison Entrance

This is the entrance from the prison above. The adventurers might have found it while exploring the abandoned prison, possibly pursuing the drow matron and captured ruler. There is a 30-foot-long spider-silk rope hanging down from the bottom of the oubliette.

6. Ooze Cave

Long ago, when the prison was a wicked and monstrous place (before either becoming a legal venture or falling into complete disrepair), this space housed corrupting ooze (277) to torment or dispose of prisoners who weren't able to raise ransom. If the oozes weren't fed, they dehydrated into hibernation, but they always reformed eventually. Currently there are 6 of them in this area.

7. Webbed Cave

Thick webs across the whole space hold four huge spiders, each with a swarm of spiders (insect swarms; 285) . The drow forces move through unmolested, but foes must go northward or be attacked. If the adventurers try to set the webs alight, the spiders fight back.

8A–8B. Treacherous Tunnels

The dark elves used magic and the elemental locus (280) to breach the barrier, creating a weakened floor (simple pit; 275; 100-ft. deep). Beneath the rock in Area 8B is an unusually powerful troll (286), pinned there by the deformed giants (frost giants), who are considering what to do with it. They hoped to recruit it but changed their minds. The troll is angry, and it fights against the giants if promised free passage afterward. Originally it was held over the vent within the ring of pillars in Area 10.

9. Secluded Cave

The dark elves haven't opened this chamber. Within is a colossal ochre jelly that covers the floor, walls, and ceiling throughout. The jelly is attracted by the holes the drow are punching between various levels of the underworld.

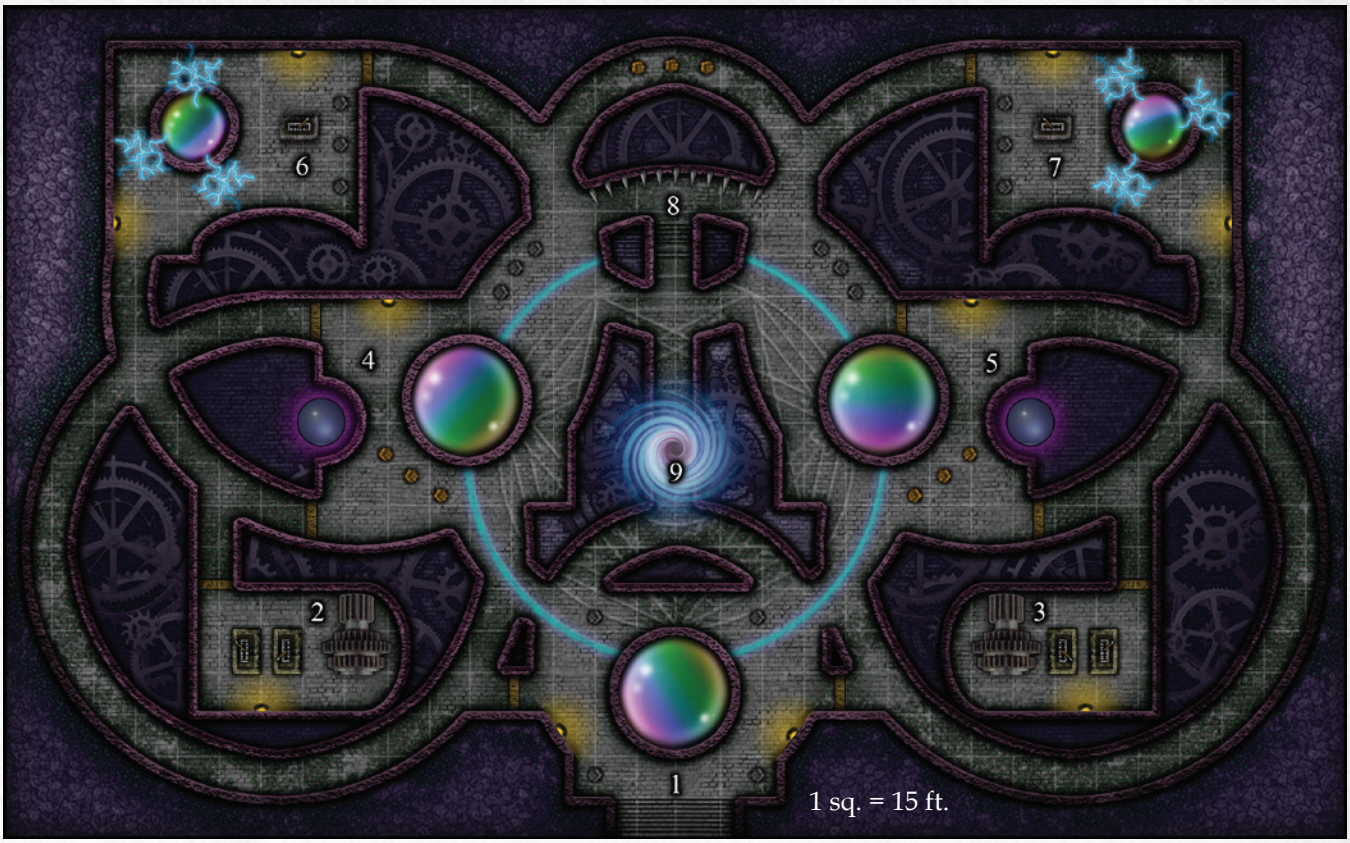
10. Lessons in Chemistry

Six ropers (284) surround a vent emitting burning alkaline steam and gases; the cloud of gas gives the ropers a soft, waxy, silvery metallic sheen. The cloud has two other effects: the ropers are now alkaline themselves so they gain damage vulnerabilities acid and on a successful tendril hit the target must succeed on a DC 23 Constitution saving throw or take 7 (2d6) poison damage. The ropers fed on the troll when they held it over the vent, draining most of its strength but allowing it to regenerate so they had endless food. The drow forces have better things to do than deal with creatures doing them no harm.



This leaves the drow matron and her captive, the insane ruler (noble; 283). Depending on how the adventurers have acted up to this point with regard to either finding the pair or fighting their way through the prison the matron will either leave the ruler close to the sinkhole in Area 3 before organizing her troops to beat the party, or she'll lure them toward Area 10 before using a *scroll of gaseous form* to move to Area 1 (or vice versa) through tiny fissures in the stone; either way she draws the adventurers around in a huge circle.

The matron will direct her troops to areas other than what is listed if it helps ambush and weaken the adventurers. She wants themtaken alive to the Underworld as captives if possible, escaping alive herself, with the ruler, is her main objective.



Time Out of Joint

Stephen Yeardley

Far below ground, in remote caverns laced with web-like strands of adamantine and mithral, the party finds a colossal cave-in and scores of dead drow, duergar, and dwarves. Searching finds no metallic items; not a scrap remains. Checking the corpses – which requires a successful DC 20 Intelligence check - reveals all traces of iron and other metals are removed from their blood, bones, and organs. Clearing a path from the caverns uncovers a 40-foot-square onyx and gold panel. If touched, it becomes 40 stairs into a ship, a piece of the astral plane encased in platinum. It's mining for supplies after the void dragon crew hunted down three leaders in an Underworld war. Each looked to exterminate their foes, thus showing an ancient prophecy meant their immortality, not a new beginning.

The astralnauts are keen to restore neutrality wherever they go, and the void dragons are suspicious of non-resident creatures wishing to be on the astral plane as it usually means they're trying to evade natural functions. Onboard, rooms are cuboid, with heights listed. Other than the door to Area 1, ways in and out are halfway up walls. Doors are 15-foot-square gold blocks. Many rooms have gold alarms that attract roaming soldiers, servants, spies, and alchemical golems. The environment on an astral ship includes subjective directional gravity (characters can "choose" up and down) and timelessness. While inside, aging, hunger, thirst, afflictions like diseases, curses, poisons, and natural healing are suspended. For example, drinking poison will have no effect while on board, but upon leaving the ship, even poison drunk long ago (in ship's time) will suddenly take effect.

If a drake or dragon is killed or incapacitated, any survivors attempt to repurpose, with the following priorities, in descending order:

1. Environmental control (If the last drake/dragon is killed, the ship no longer functions and astral environment no longer applies inside)
2. Propulsion (If five drakes/dragons are killed, the ship can no longer leave this plane)
3. Navigation
4. Defensive power
5. Offensive power
6. Auxiliary power

1. Foyer

A star drake (279) provides environmental control for the ship from the 50 foot-diameter sphere in the room's center. It is serviced by six uniformed clockwork watchmen (277). Gold alarms are on the SE and SW walls.

2. & 3. Machinery

The huge cogs are a iron golems (281) that fights from any position touching part of the curved wall. It works with a loose collection of gears and cogs that comprise a hoard golem (281). A gold alarm is on the south wall.

4. & 5. Sphere Room I

A star drake provides auxiliary power for the ship from the 50-foot-diameter sphere in the center of the room. It is serviced by six uniformed clockwork watchmen. A gold alarm is on the north wall. The small purple sphere is an astral anchor.

6. & 7. Sphere Room II

An adult void dragon (279) provides defensive power for the ship from the 30-foot-diameter sphere at one end of the room. It is serviced by six uniformed clockwork watchmen. A gold alarm is on the west wall.

8. Recharging Room

A young void dragon (279), the ship's ensign, maintains the recharging spikes to which 12 clockwork watchmen are currently attached. The gold pillars in the northern corridor allow access to the ship's inner workings.

9. Astral Core

An adult void dragon provides the ship's navigation. It is serviced by six uniformed clockwork watchmen.

Stripping the ship yields enough mithral, adamantine, platinum and gold to fund a kingdom—but competitors are sure to arise, mining takes time, and reaching the surface with such immense wealth is surely a series of deadly adventures (and unfortunate events).

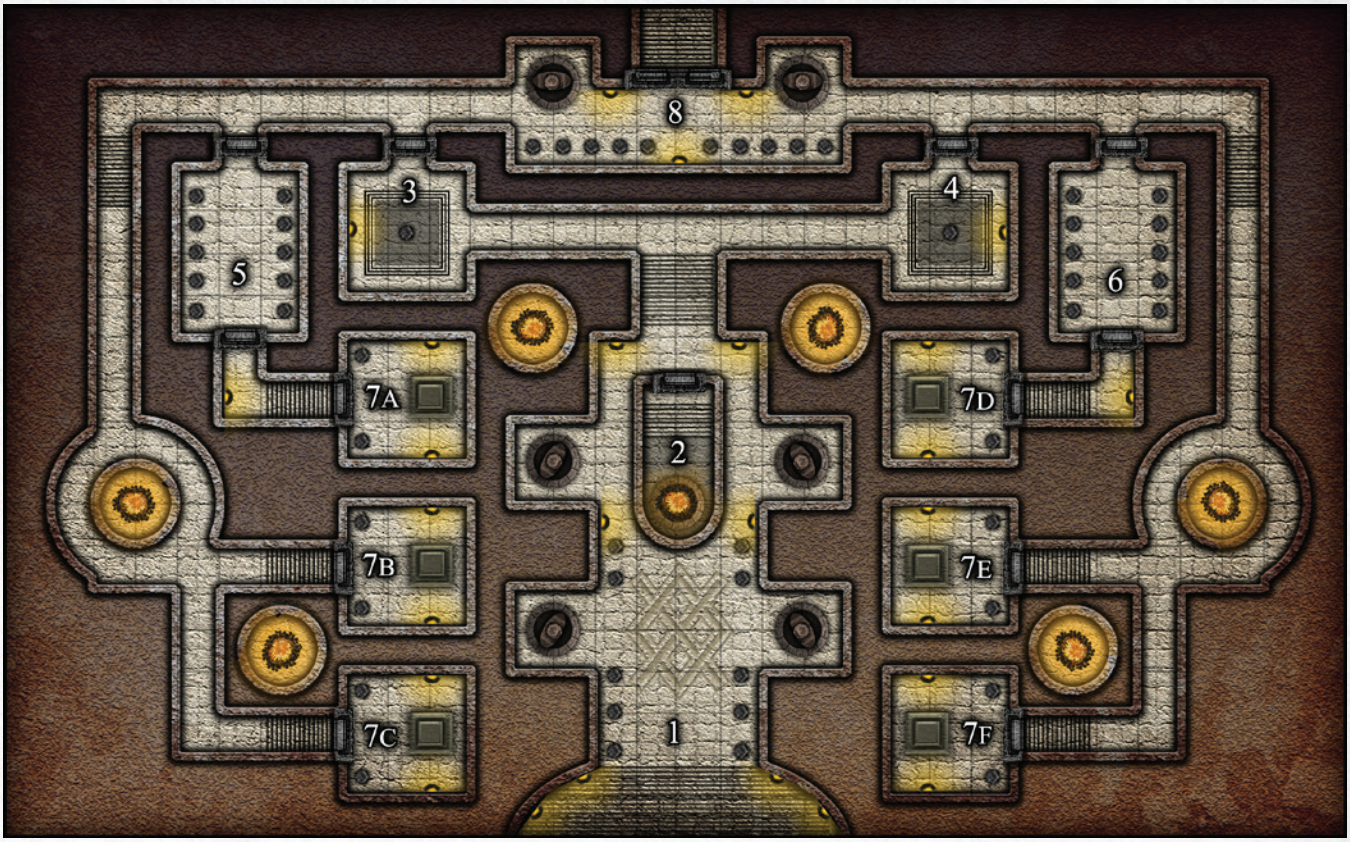
Roaming soldiers, servants, spies, and alchemical golems combine, making whole versions of other creations on-board, e.g., clockwork golems form from: 8 soldiers; 32 servants; 96 spies; mixes like 4 soldiers and 16 servants; or 48 spies, 8 servants, and 2 soldiers. Similarly, maruts form from: 8 alchemical golems; or mixes like 32 spies, 12 servants, 6 soldiers, and 4 alchemical golems. Large creations form in one round per 30 component creatures.

Defeating half the astralnauts prompts the leviathan's departure, and then the ship won't fly. Stripping it gives enough mithral, adamantine, platinum and gold to fund a kingdom, if it reaches the surface.

Roll % every 10 rounds	
01-30	No roaming encounter
31-55	four clockwork myrmidons (277)
56-75	four shield guardians (285)
76-90	an iron golems (281)
91-00	two hoard golems (281), going about their business



Stephen Yeardley



The Tattooed Scribes

Michael Allen

Six scribes, each focusing on one of the prime attributes defining a person's abilities, banded together to perfect the chosen ability in her own mind or body. The cultists tattooed their knowledge on sacrificial victims before draining their life force. As they did so, the skins of the victims dried and peeled away. Placing the fragile skins in a magical fire caused them to be bound into books, from which the cultists could share their knowledge with their brothers and sisters. Their temple awaits those willing to confront the evil within, offering forbidden knowledge ripe for plunder.

Ceilings are 15 feet high in the temple's rooms and 10 feet high in its corridors. Tiny labyrinthine cracks in each Area (except Areas 2 and 8) allow gaseous vampire scribes and minions to move at will from room to room. A character who enters a flaming well or begins its turn there must make a DC 15 Constitution saving throw, taking 54 (12d8) fire damage on a failed save, or half as much damage on a successful one. The flames die out when the magic of Area 2 activates (underground passages connect all six wells).

1. Guardian Rings

Bands on the six columns at the top of the stairs rotate to allow one of the following words to be prominently displayed: Strength, Agility, Health, Intellect, Wisdom, Charisma. A mosaic demands, "Choose the most worthy of the attributes." The attribute with the highest number of votes is selected; Health is selected if there is a tie or if the characters don't choose. The four statues are shabti (285); the saving throw called for by their nabboot attack and their serpentine armlet snakes uses the selected attribute. A golden amulet is set into the chest of each guardian.

2. Forge of Tomes

The door has no apparent opening mechanism, but it does bear an arcane design chased in silver. It opens if the silver amulet from Area 8 is pressed to the design. The door can't be opened by any other means, including lockpicking, *knock*, or *dispel magic*. A character who succeeds on a DC 25 Intelligence (Arcana) check deduces that magic is stored in the room beyond.

Within the chamber, ashes of the dried skin of the slain vampire scribes reforms into magical books. If at least one vampire's skin has been burned in a magical fire, then the number of books in this room equals the number of characters. The books correspond to the sacrifices made by them in Areas 3 and 4. If no one made a sacrifice, select books randomly. Each book can be a *tome of clear thought, tome of leadership and influence, tome of understanding, manual of bodily health, manual of gainful exercise,* or *manual of quickness of action*.

3. Sacrifice of the Body

Drawing blood (inflicting at least one hit point worth of damage to a living creature) with one of three sacrificial daggers, each scribed with the runes for Strength, Agility, or Health, and dripping it on the central altar allows a character to select the corresponding ability she seeks to enhance. The character's chosen ability score decreases by 2 until they complete a long rest. An inscribed warning instructs the faithful that only one ability sacrifice per creature (body in this room or mind in Area 4) will be honored.

4. Sacrifice of the Mind

This area is identical to Area 3, but the daggers here bear the runes for Intellect, Wisdom, and Charisma. An inscribed warning instructs the faithful that only one ability sacrifice per creature (mind in this room or body in Area 3) will be honored.

5. Gallery of Ink

This entire room is an elaborate trap, triggered by a pressure plate in the middle of the chamber. The plate can be spotted with a successful DC 20 Intelligence (Investigation) check; once spotted, it's easy to avoid. If the trap is triggered (by more than 5 lbs. of weight), the doors seal shut and the room floods with poisonous ink, filling completely in 2 rounds. Starting on the 2nd round, every creature in the chamber takes 11 (2d10) poison damage at the start of its turn, or half damage with a successful DC 18 Constitution saving throw. A failed save also reduces the time a character can hold its breath by one minute (to 30 seconds minimum). The doors can be foced open with a successful DC 20 Strength (Athletics) check; Strength checks are made with disadvantage by characters inside the chamber once it's fully flooded.

6. Gallery of Needles

This entire room consists of a trap that uses a trip wire to release a hail of tattoo needles explore from the columns. The trip wire is 3 inches off the ground and stretches between two columns. The DC to spot the trip wire and needle holes is 20. A successful DC 18 Dexterity check using thieves' tools breaks the trip wire harmlessly. A character without thieves' tools can attempt this check with disadvantage using any edged weapon or edged tool. On a failed check, the trap triggers.

When the trap is triggered, the cloud of needles flies out of the columns and every creature within the room must make a DC 18 Dexterity saving throw, taking 33 (6d10) piercing damage on a failed save or half as much damage on a successful one.

7. The Scribes

The first time the adventurers enter one of these chambers, they behold a tattooed scribe (vampire; 286) atop a pedestal, embracing a minion vampire spawn (286). Both attack immediately, and the vampire uses its Children of the Night ability as soon as it can. From that point on, vampires and spawn from other chambers stalk the party through the temple, laying ambushes and surprises. Unless the adventurers force a mass battle, no more than one vampire/spawn team ever attacks at the same time, but a survivor from one fight might join another team to increase the difficulty, if necessary (for example, a vampire might retreat from a fight after its spawn is destroyed, then link up with another vampire and its spawn).

Each vampire is associated with one attribute (Strength, Dexterity, etc.), and it attempts to target whichever character sacrificed that ability in Room 3 or 4. You can assign the six attributes to the six vampires however you like, or randomly. If more than one character sacrificed the same ability, two or more vampires may be associated with that ability. If no sacrifices have been made, each vampire is associated with a different ability. Make the following changes to the vampires, based on their associated ability.

When a vampire scribe is reduced to 0 hit points and it turns to mist, it leaves its tattooed skin behind. The mist flees to a coffin under a flaming well. If the skin is burned in any of the flaming wells, the ashes rise into the air and float toward Area 2, sifting around the doors and into the chamber beyond. If the adventurers are slow to defeat all six vampires, they may face regenerated foes. Only one skin can be harvested from each vampire scribe. If the adventurers do not destroy helpless vampires after the well flames die, the cultists seek revenge in further adventures.

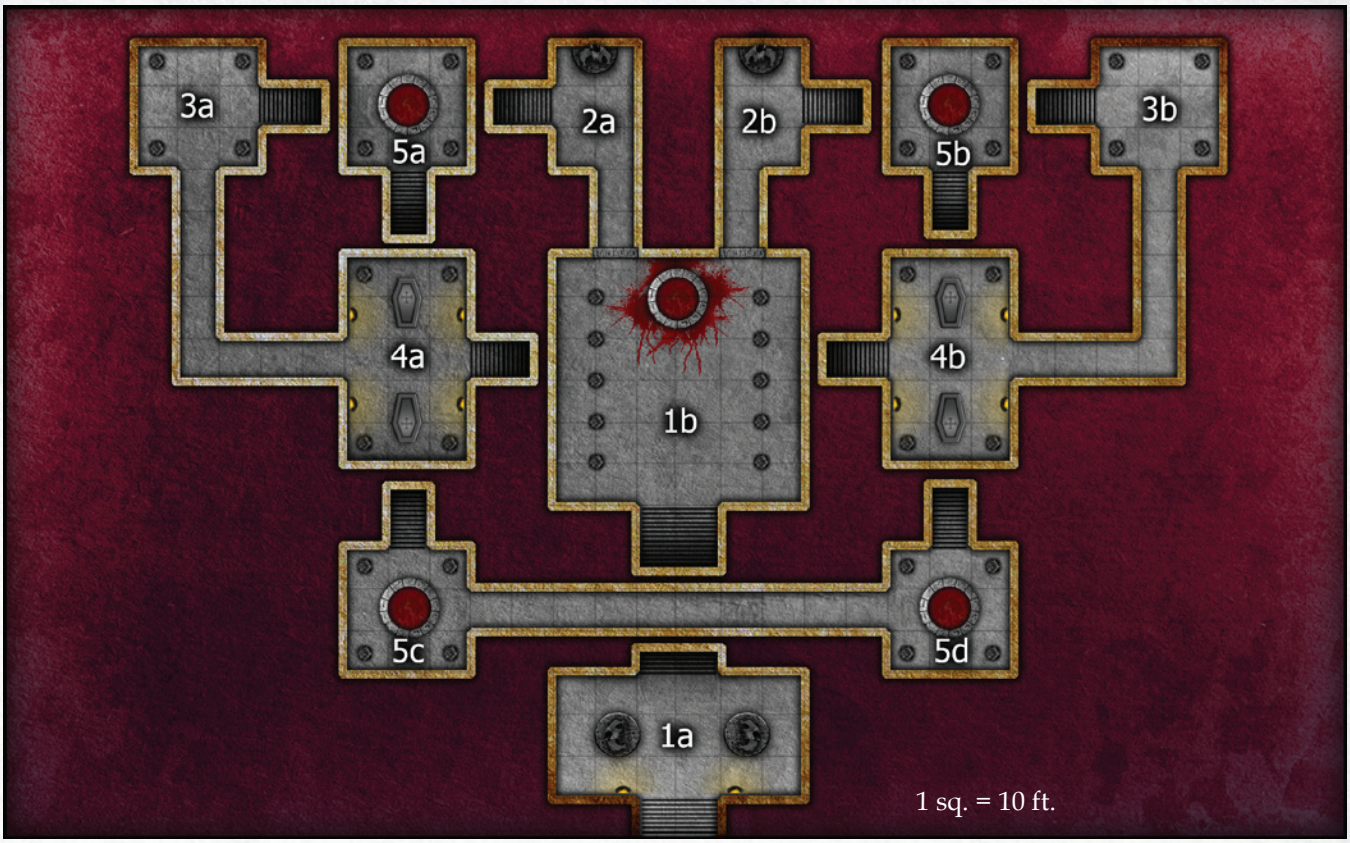
8. Gateway of Knowledge

The immense double doors are magically sealed. Each door has 5 slots, and each slot is sized to hold one shabti (285) armlet from Areas 1 and 8. At least 5 shabti must be destroyed to collect the necessary 10 armlets. When an armlet is placed in each slot, the doors open, and they can't be opened by any other means, including lockpicking, *knock*, or *dispel magic*. A shelf stands atop the stairs, and on the shelf is a silver amulet matching the design on the door to Area 2 (if at least one tattooed skin has been burned), or a shapeless lump of silver (if no tattooed skins have been burned).

Two shabti guard the chamber, one on either side of the doors. They attack as soon as anyone enters the chamber. Four of the columns along the southern wall also transform into four swarms of poisonous snakes (286). The shabti have the same adjustments as those in Area 1.

Vampire Masters Abilities Gained

Ability Score	New Abilities
Strength	+4 Str, AC +2, damage maximized
Dexterity	+4 Dex, sneak attack +5d6, assassinate, evasion, uncanny dodge, Stealth +13
Constitution	+4 Con, hit points maximized, horde breaker, multiattack defense, whirlwind attack
Intelligence	+4 Int, 9th-level arcane spellcasting
Wisdom	+4 Wisdom, 9th-level divine spellcasting
Charisma	+4 Cha, 5th-level arcane spellcasting, weapon attack as bonus action when spellcasting



An Empire Given

Stephen Yeardley

Exploring a cataclysm-ravaged Underworld city, the adventurers find a hallway holding two statues. Walking in, the sculptures' eyes follow them. Angel-shaped lamps flank the doorway, with stairs going north. Touring these museum-like rooms, the adventurers find other effigies and carvings (DC 23 Intelligence checks help prepare them for the second trip through the complex). Each hall is a planar space—Limbo, Abaddon, the Abyss, etc—which the party must tour at least twice. Besting the planes' residents while sacrificing at least one item each turns the halls into a single pocket realm (characters' choice of plane, details below). North-to-south or west-to-east stairs go down; south-to-north or east-to-west go up. Using just the stairs link rooms as follows: 1a→2b→1b→2a→3a→3b→4b→5a→4a→5b→5d→5c→1a.

1a. The Phase Hall

The adventurers walk through the entire complex before anything happens here. The first visit to this hallway is described in the preamble.

On the second visit, an ancient mithral dragon (279) stands before the now-hidden entry. It asks, "What would you give for a realm to call home? An empire from where you'll ne'er have to roam?" Any who answer can move safely; non-repliers trigger a personal retaliation: the offending character must make a DC 16 Dexterity saving throw. A creature takes 10d6 force damage on a failed save, or half as much damage on a successful one. After each character has answered or paid the price, the dragon then says, "travel again," and fades. Upon revisiting the halls, the statues come to life!

If this chamber is entered a third time, the two "statues" (smaragdine golem; 281) attack. If the adventurers have (GM's discretion) achieved victory in the complex, the ancient mithral dragon (279) once again appears between the two pedestals. It offers the adventurers a deal: If each character gives up their most valuable magic item, the party will gain a plane-traveling complex able to transport (as *plane shift*) to a specified location up to 2 miles from a target once a day. If everyone agrees, the dragon causes the rooms to link via "doors and corridors" rather than the

maze-like stairways, as well as imbuing it with *instant summons* and *magnificent mansion*. Then the dragon disappears, forever, with the items. If someone doesn't sacrifice a suitable item (GM's judgment), the dragon disappears and the adventurers are ejected, forever barred from this place.

1B. The Earthen Hall

First Visit: A wormlike statue rises 40 feet from a 20-feet-diameter base circled by red tiles. Ten stone pillars support the high ceiling.

Second Visit: A purple worm (284) attacks from the slime-surrounded pit that spans multiple dimensions. The columns, now glass, pulse with purple light. So long as a single column remains, the worm has advantage on attack rolls. So long as there are at least six columns intact, the worm also has advantage on saving throws. The glass columns are AC 20 and have 18 (4d8) hit points. Only the western door opens from here.

2A. The Frozen Hall

First Visit: A statue depicting snake-bodied, six-armed woman sits on a raised dais.

Second Visit: The marilith (282) statue animates and three invisible quasits attack. The door won't open here.

2B. The Smokey Hall

First Visit: A statue of a winged demon of smokey, roughcut glass-like material sits against the north wall.

Second Visit: The balor (276) statue animates attacks. The door opens southwards.

3A. The Voiden Hall

First Visit: A *sphere of annihilation* hovers suspended near the ceiling.

Second Visit: A voidling appears in place of the sphere and attacks. Each column releases a will-o-wisp at Initiative count 20, with a recharge of 5-6. A maximum of 12 will-o-wisps can be released in this manner.



3B. The Black Hall

First Visit: Two statues depict black-furred stags that rear upright on goat-like legs and possess wicked-looking clawed hands..

Second Visit: Two rubezahl (284) demons attack. The columns are carved to show horrific deaths, each acting as a *symbol of death* to anyone within 5 feet.

4A. The Thorned Hall

First Visit: Two huge coffins rest here, each bristling with spikes, topped by a crown of thorns, and bound by spiked chains.

Second Visit: Each coffin releases a chain devil (277) which fly around the hall. The topless pillars provide a handy perch, 12 feet above the floor.

4B. The Empty Hall

First Visit: Two empty sarcophagi are found, their grim reaper-emblazoned lids resting against the north and south walls.

Second Visit: The south sarcophagus contains a mummy lord (283); the north, a venemous mummy (286).

5A through 5D. The Living Hall

First Visit: Each pool has a 1-inch-thick ruby lid. The magic of this place causes the stairs of this room to change which room they lead to upon each visit.

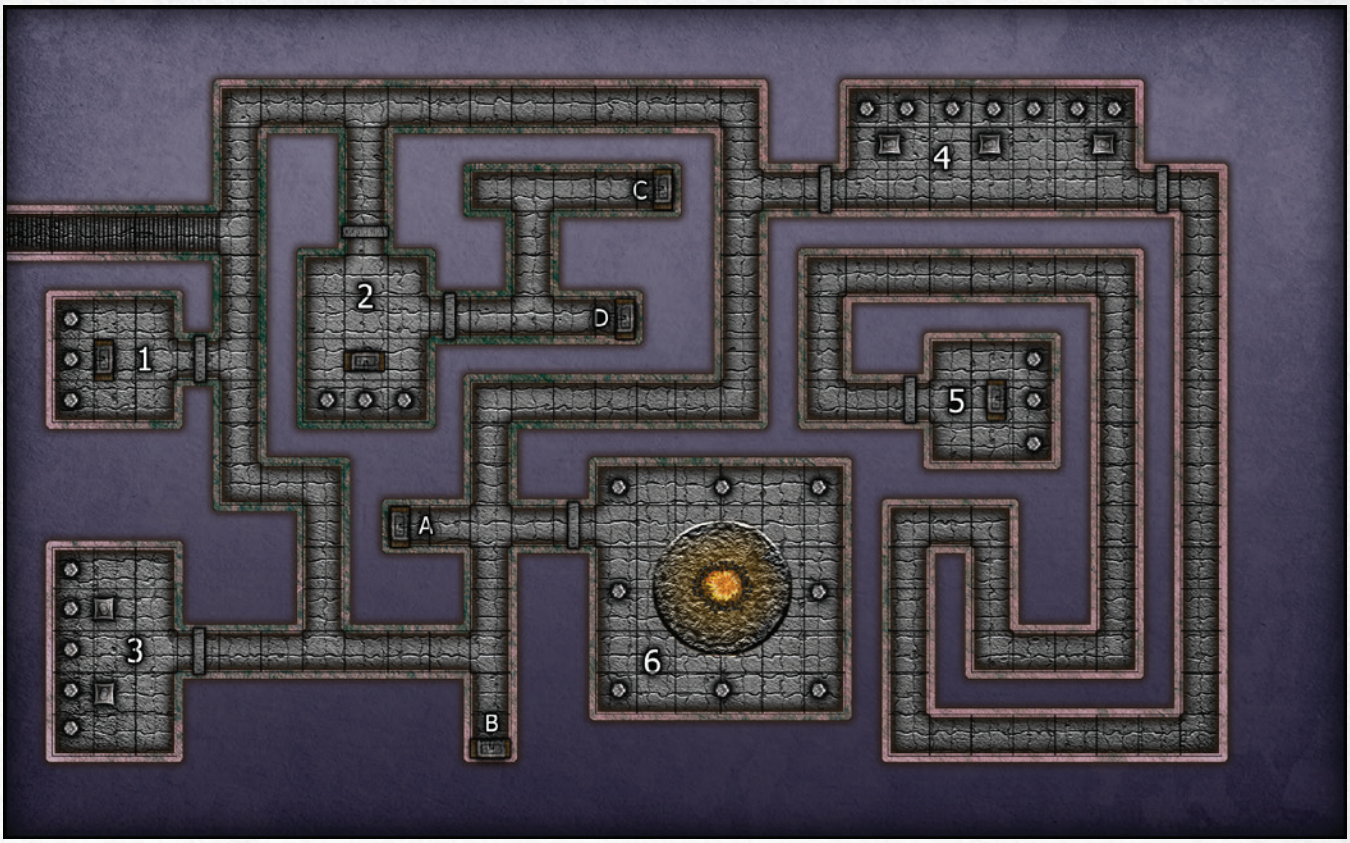
Second Visit: Each pool holds mutated herald of blood (281) identical. The columns are ensnaring tendrils traps (see below). Traps near stairs are triggered only after either of the far traps have activated.

Ensnaring Tendrils

Magical trap

This trap causes a column to emit wisps and tendrils in a 20 foot radius with the column at the center. The trap is triggered whenever a creature comes within 10 feet of the column. The tendrils look intangible but turn the area into difficult terrain.

A creature in the area must succeed on a DC 20 Strength saving throw or be restrained by the tendrils for one minute. A creature restrained by the tendrils can use its action to make a Strength check against the same DC. On a success, it frees itself.



As Carcasses for Infernal Hounds

Stephen Yeardley

The way in to this horrific processing center is lost far beneath the world's surface, where seemingly nothing living exists—so the clink of metal on metal is especially surprising. A side path becomes a worked passage; stairs descend a chain-filled corridor bathed in blurry grey light. Suddenly, Lawful Evil creatures gain all the benefits of a long rest. Then the party penetrates an invisible membrane into a 10-foot-wide, 10-foot-high corridor.

This archdevil-blessed, otherworldly, shadowy waystation has endless surfaces of adamantine slivers and shards. Floors are difficult terrain and a creature that enters the area or ends its turn in contact with the floor must succeed on a DC 15 Dexterity check or lose 1 hp of blood per 10 feet it moved. A creature who touches a wall or ceiling must succeed on a DC 25 Constitution saving throw or take 1d10 slashing damage. Imps abound (one per junction, doorway, and corner in rooms; two per greater devil) spying for, and sending to, an archdevil's (GM's choice) home plane. A character who succeeds on a DC 25 Intelligence (arcana) or Intelligence (Religion) check recognizes the archdevil's profane symbols. A character can open a door by pulling one of two chains and succeeding on a DC 20 Strength check, but opening a door in this manner noisily alerts those in adjacent rooms, and the doors swing closed as soon as the character releases the chain. Four corridors have iron maidens at the end; devils transport between them as a *dimension door* spell. Each maiden has a hand recognition plate that the devils use to go where they wish. Otherwise, A goes to D; B to C; C to A; and D to B.

1. Butchery

A lifeless humanoid hangs on each of three pillars, held by a dozen small hooks in the base of the skull. The brain and nerves are missing, but electrodes used to keep the muscles active make the corpses twitch, even cavort, when will-o'-wisps (287) pass electricity through each one. A balor (276) and two chain devil (277) aides remove fat, muscles, and connective tissue, placing them in the trough nearby. Eleven imps (281) watch on. If the adventurers attack, the will-o-wisps increase the flow through the bodies, turning them into

restrained zombies (287) that attack the adventurers and deal an additional 2d8 electricity damage on a successful hit.

2. Innards Surgery

Three pale corpses are strapped to the pillars, their entrails attached to hooks above the door. A bone devil (277) with two chain devil (277) aides work on the bodies, sliding out the contents of the digestive tract and nearby organs and dropping them in the vat before the pillars. Ten imps observe. Body fluids (blood, lymph, urine) are drained here as well, making the floor slick with an olid excess that drips constantly onto the adamantine sharpness underfoot. Any creature that enters the area or ends its turn in contact with the floor must succeed on a DC 15 Dexterity check or lose 1 hp of blood and take 1d4 acid damage. The devils each wear a *ring of acid resistance* to avoid the effect.

3. Soularium

The extraction of "inner light" plus partially-used air from the lungs of five corpses occurs here. As the bone devil (277) works on a body, the chain devils (277) act as bellows operators on the others, ensuring foul air circulates around them, which two square vats gather. This air acts as a *cloudkill* spell, but only up to 15 feet from the body. Six imps assist the trio.

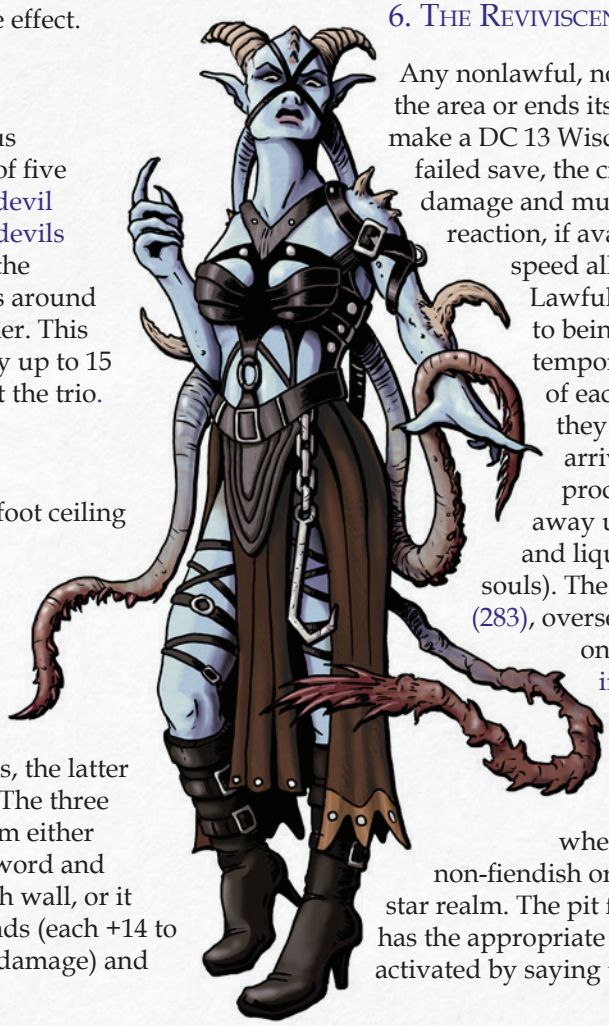
4. Nerve Center

This 70-by-30-foot room has a 30-foot ceiling and is the only one not made of adamantine. It's the inside of an oversized and reshaped iron golem (281). It extracts nervous tissue and hormones from seven bodies against the pillars, the former by lashing them with dozens of hairs-width iron threads, the latter via exposure to its deadly fumes. The three cisterns hold the results. The golem either reconstructs the threads into its sword and attacks from any point of the north wall, or it forms 1d4+2 large whip-like strands (each +14 to hit, reach 15 ft., Hit. 3d6 slashing damage) and attacks from anywhere on the floor or ceiling. Its Poison Breath flows from 2 floor vents midway between the cisterns. Two bone devils (277) monitor the process.

5. Greenhouse

The way into this room is at ceiling level, with a 10-foot drop to a 10-foot-deep bed of decayed flora and bone meal. After all soft tissue is removed, bodies arrive here to have teeth and bones processed by five modified awakened trees, six shambling mounds, and a bukavacs (277). Between them, they use the posts to grind important bones and teeth smooth for trophies, before utilizing dust, damaged molars, and tattered skin as fertilizer. The shambling mounds make items for the devils in return for soft tissue and similar from the bodies, and a place to grow. Five imps watch on.

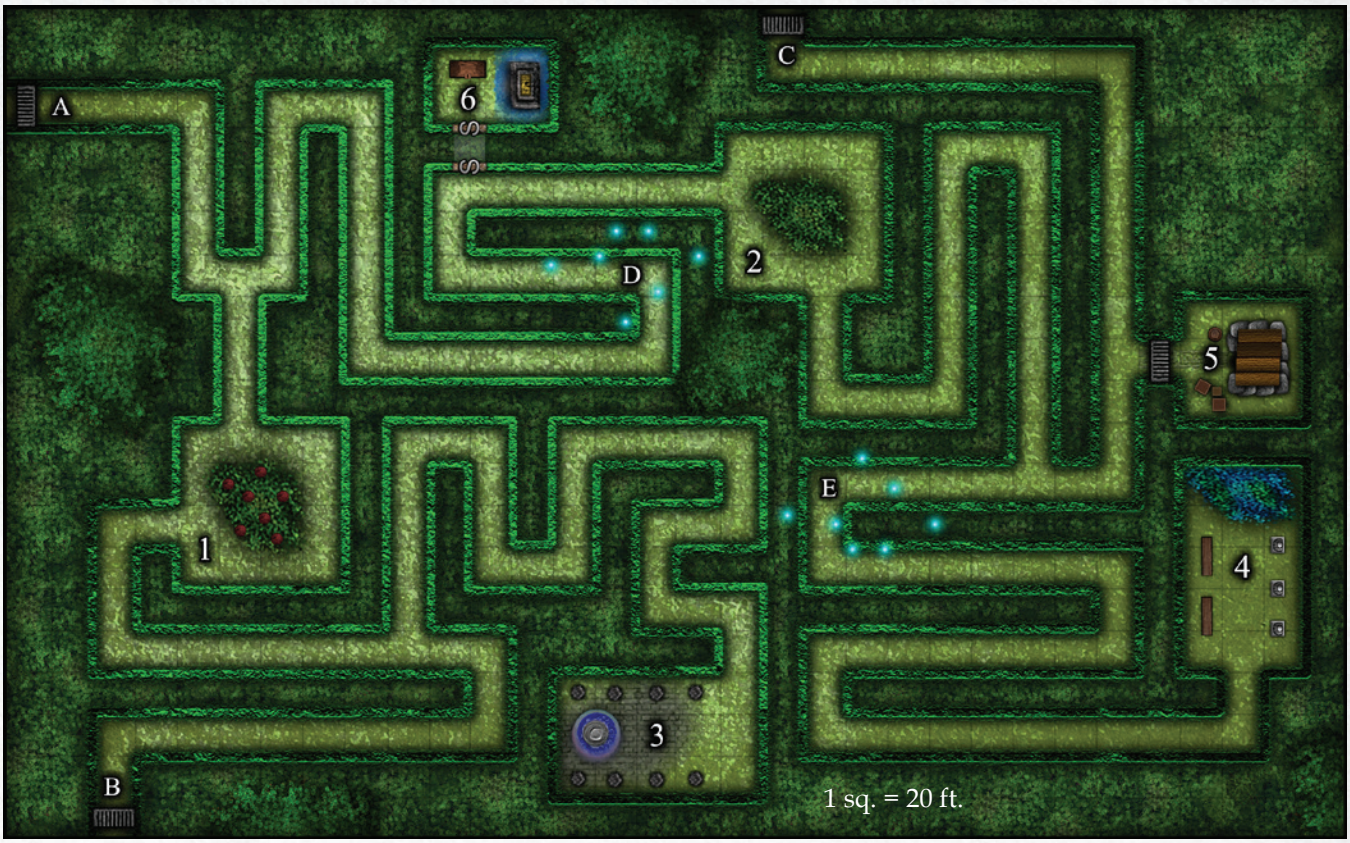
6. The Reviviscent Lord



Any nonlawful, nonevil creatures that enters the area or ends its turn within the area must make a DC 13 Wisdom saving throw. On a failed save, the creature takes 3d6 psychic damage and must immediately use its reaction, if available, to move as far as its speed allows away from the room. Lawful, evil characters are immune to being frightened and gain 2 temporary hit points at the start of each of their turns as long as they remain in the room. Bodies arrive via the flames, while processed parts are teleported away using the 8 pillars (solids and liquids) and the flames (air and souls). The Station Leader, a pit fiend (283), oversees transfers, along with one barbed devil (276). Two imps observe. Chanting "May [archdevil] grow in all our hearts" in Infernal and touching the flames brings bodies in. Saying the same when touching a pillar sends any non-fiendish organic material to a distant star realm. The pit fiend has a *staff of healing* that has the appropriate archdevil's mark on it and is activated by saying the archdevil's name.

Corridor Encounters

d100	Encounter—Roll 1d12 every turn. A "1" results in an encounter.
01-40	Two ink devils (282) per character stalk and record the party.
41-70	Three bone collectives (276) have begun to cooperate .
71-90	By malicious chance, four imperial ghouls (282) have re-animated here.
91-99	Five wraiths (287) escaped the Soularium, hoping to travel to the Plane of Shadow.
00	A visiting, untrustworthy rakshasa (284) "helps" a strong party but sells out a weakened one.



At the Court of the Heartless Queen

Stephen Yeardley

As the adventurers move through a shadowy forest, perhaps during a running fight with denizens of the wood, at the edge of a deep gorge, the forest floor suddenly gives way beneath them. They find themselves sliding down a steep, muddy slope, finishing at one of the gates. As the adventurers work through the maze, they meet the grotesque characters and malevolent inhabitants within.

Gates A, B, and C are 20-ft. square and open inwards; once closed, they blend seamlessly with the maze walls. On the outer face, each is engraved with monstrous woodland creatures and misshapen humanoids of unusual size. The inside of each gate is plain except for three keyholes of different sizes. Once the gate is bound shut, a DC 30 Dexterity check with tools opens a lock, but when a character opens a second lock, the previous one relocks. The doors need three wooden keys (from Areas 1, 2, and 3) to get the locks undone simultaneously. Gates A, B, and C are 20 feet square and open inwards; once closed, they blend seamlessly with the maze walls. On the outside, all are engraved with monstrous woodland creatures and misshapen humanoids of unusual size. The inside of each gate is plain except for three keyholes of different sizes. Once a gate is shut, it requires a successful DC 30 Dexterity check with thieves' tools to open, but when a second gate is opened, the previous one relocks. The doors need three wooden keys (from Areas 1, 2, and 3) to get the locks undone simultaneously.

The paths are a little under 20 feet wide and high, with the walls and roof seemingly made of countless awakened shrubs (276) of untold thickness. Oddly, the fruits are all shaped like humanoid heads, the main vines like torsos, the minor ones like arms, and the leaves even more hand-like than usual.

If a character gets within 12 inches of a fruit, which hang only from above, it is clearly a head and speaks to the character, usually to insult her or tell her to "get a move

on—we want your body for our tea!" In fact, all of the creatures encountered in the maze are unlike their usual form, as described in the following areas.

A. Western Gate

As the gate shuts behind the adventurers, they see a 5-foot-tall, thickly muscled creature hopping toward them on misshapen feet. It is rabbitlike and looks covered in coarse white fur, but as it closes, it seems its skin is pale and flayed into thousands of tiny strips. It has a strange metal disc on its right arm, like a shield covered in numbers and thin spikes. In its left hand it has an adamantine rod. Getting nearer the party, it cries, "I'm late! I'm late!" If a character blocks it, it bashes him with its "shield" to move him. If this fails, it strikes with the rod, casting *time stop*, during which it hops away. Use stats from the giant ape (276).

B. South Gate

As the gate binds to the maze, a character who succeeds on a DC 15 Wisdom (Perception) check hears voices from around the corner. Fifty feet or so along the path, an enormous beast with rocky, armored plates forming a shell on its body, barbed flippers for feet, and a crown of barnacle-formed horns on its horrific head is in deep discussion with a humanoid that has a lion's head, body and legs but the eyes, beak, legs, and claws of a great eagle. Both are laughing wickedly when the adventurers see them, but soon stop when they notice the party. The turtle-like creature recites a mocking poem (*entrhrall*), then both approach the adventurers menacingly. Use stats from the bulette (277) and hill giant (281), respectively.

C. North Gate

As this gate closes, the adventurers see two liveried humanoids in animated conversation. A 12-foot-tall blue-skinned woman with a head like a fish is talking with a frog-faced man half her height. The woman's uniform moves like waves about her, while the man's drips slime. At first she orders him away, but as the adventurers approach, he hops over her head as batlike wings unfurl to aid his charge. She bellows, "Where are your invitations? Her Majesty DEMANDS to see them!" However, neither of them know what the invitations look like, so tend to accept anything that looks "fit for a queen" as one. Use stats from a deep one archimandrite (278) and a flying sahuagin (284), respectively.

D. The Winding Corridor

As the adventurers walk along an 80-foot long section of the maze around the letter D and covered by the seven blue motes or begins their turn within the area must succeed on a DC 15 Constitution saving throw or suffer the effects of a *reduce* spell for one minute. A creature affected multiple times can be shrunk as small as Tiny size.

E. The Winding Corriror II

Any creature who enters the 80-ft.-long section of the maze around the letter E and covered by the 7 blue motes or begins their turn within the area must succeed on a DC 15 Constitution saving throw or suffer the effects of a *enlarge* spell for one minute. A creature affected multiple times can be increased as large as Huge size.

1. The Apple Grove

A gargantuan apple tree is in the middle of this space, beside a huge oak tree. Under the former sit five creatures having a tea party. Each is wearing garish headgear of some kind, and a short man with an outsized hat is racing around swapping them about every minute.

If the adventurers talk, the behatted man adds them to his antics and asks confusing, answerless riddles. Guests comprise: the short man, a grumpy-looking march hare, a dormouse that seems sleepy but throws any item it can reach at the adventurers; a charming young woman who can change size Small to Large; and a white rabbit who spends time talking to the young woman and the nearby trees. They try to subdue the adventurers if attacked and flee if losing—later following at a safe distance—otherwise they talk in riddles about the maze. The short man has a distinctly shaped wooden key, which he gladly swaps for any magical headgear. For all of the above, use stats from the noble (283).

However, they are but a distraction from the real foe: the apple tree. Any creature who one who comes within 60 feet of the apple tree or begins its turn within the area must succeed on a DC 17 Wisdom saving throw or come under the effect of *mass suggestion* cast using a 7th-level slot, which increases its duration to 10 days. Those who fail their saving throw are encouraged to set aside all goals in favor of lounging beneath the tree, eating its fruit, and sharing stories and riddles with the other creatures.

2. The Willow Grove

This grove holds an odd type of willow tree that changes shape every round. It is formed from five children of the briar (277) that have leaves and thin branches wrapped around them instead of thorny vines. Each one uses these as whips (+3 to hit, no damage; 15-foot reach) to disarm and trip foes, and then fires splintered parts of branches (instead of brambles) at a prone victim.

A strange marmalade cat (azza; 276) is in the tree, grinning at the adventurers as they fend off the whips, splinters, and claws of the swarming fey. If they attack, it disappears to leave only its head moving around the tree on the end of its long neck.

At the tree's base is a rotund woman (hill giant) in extravagant red courtly robes and a garish crown (her headband), and she is touting a sceptre (her mace) and orb (a hot rock). She's hurling abuse at the cat, who just grins back, but they both try to overcome the party. The queen has a distinctly shaped wooden key on her belt. She gives it to the adventurers if they drive off the cat.

3. The Statuary Garden

This area holds eight statues on 5-foot-square pedestals, and a 30-foot diameter fountain full of a staggeringly beautiful violet liquid that is perfectly still. It is so beautiful that any who view it must succeed on a DC 20 Wisdom saving throw or burst into tears and be stunned with joy for one minute. The statues are humanoid, dressed in red-and-white uniforms, and carrying heraldic banners that hide their faces. If a character touches the fountain or a pedestal, the banners fade and the statues spring to life and attack (bandits; 276). A distinctly-shaped wooden key sits on the fountain, but is incorporeal until all the guards are defeated.

4. The Queen's Courtyard

Even if they have been defeated in Area 2, the Red Queen is here on a floating disc above the tree at the north of this space. A creature who succeeds on a DC 20 Wisdom (Perception) check also notices the marmalade cat's face in the tree branches. The Queen is accompanied by 24 royal courtiers (bandits; 276). When she sees the adventurers, the Queen snarls, "Decapitate them all!" She and the cat disappear immediately afterward. The guards follow the Queen's order to the letter, trying to remove the characters' heads with each attack of their weapons while charging around and pushing the adventurers about. Each courtier has one of four symbols on its tabard (a bow, a battleaxe, a mace, or a rapier) in a quantity that ranges from 2 to 7; this number indicates how many blows and from what type of weapon (ranged, slashing, bludgeoning, and piercing) is necessary to incapacitate the courtier. Each courtier has a ring of three wooden keys hanging from its belt; one key from each ring is required to open the gate to Area 5.

5. The Hookah Grove

The gate to this area has the shapes of 24 different keys carved into it. The keys are in area 4. As they are placed in the door, the sounds of locks opening, bolts sliding, and latches rising are clear. Otherwise, a character who succeeds on a DC 25 Dexterity check with tools opens them all. Beyond the gate is a 30-foot-by-40-foot stone dais with a 20-foot-by-30-foot wooden daybed on it. Built into the daybed is a huge hookah, and lounging on the bed under silk sheets is a legless, winged, white-eyed wyrm (young brass dragon; 278). A character who succeeds on a DC 20 Wisdom (Perception) check notices that the hookah's water looks fetid, and the air smells vaguely putrid. The creature flashes a snaggletoothed grin at the party and beckons them with a nod of its head as it inhales a mouthful of smoke through the water. The creature is hungry and ready to snack on the adventurers; it breathes its sleep gas on them as soon as they are within range.

6. The Hidden Grove

In the 30-foot-square space beyond the second secret door, three pairs of storm cloud–hued, blue-eyed, yellow-haired humanoids (succubus; 285) dance to a macabre-sounding tune coming from a huge organ that plays itself. To the right is a pond and a flowing fountain that smells of the sea and costal ozone. Each humanoid attempts to grab a character as the party enters the area; a character can escape the attempt with a successful DC 12 Strength or Dexterity check. The music gets wilder, swirling and crashing around the dancers. The dancers use their Charm ability and/or grapple the adventurers to keep them close and within a 15-foot space. The dancers always try to keep the adventurers in the water around the fountain.

After one minute, during which the tempo increases and the fountain overflows and floods the area to a depth of six inches, a modified *chain lightning* spell (one bolt per character, but only 4d8 damage) erupts from the organ.



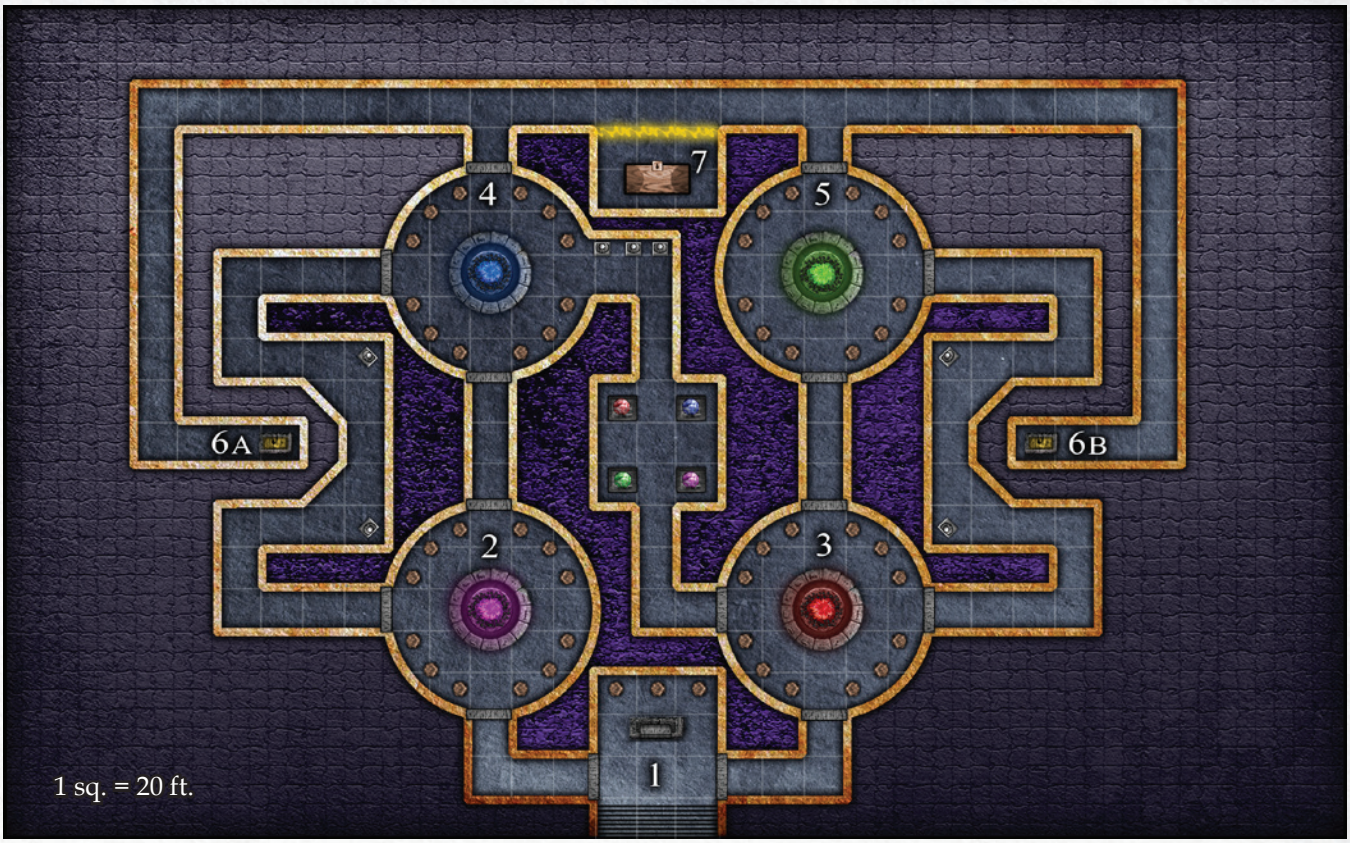
Random Encounters at the Court of the Heartless Queen

As the adventurers travel around the maze, they might encounter a member of the court, a resident of the maze, a foul visitor, a fell creature, or the maze itself may take a dislike to their activity.

Use the table below each time the adventurers turn a corner and there is more than 60 feet of path in front of them. There is an encounter on a roll of 1 on a d6.

d100	Encounter
01-20	The Knave of Hearts (knight; 282) is in a bad mood, and challenges a single character to a nonlethal duel. The loser must hand over a magic item of the winner's choice.
21-40	The guardian of gate A (oozasis; 283) is returning after running an errand and doesn't want to be held up.
41-60	The Duchess (succubus) has visited the Queen, but she now tries to charm a character to leave with her, removing any opposition.
61-80	An invisible stalker (282) followed the party into the maze, now it wants out and it thinks the adventurers know the way.
81-00	The maze walls suddenly close around the party, creating an area identical to the effects of *black tentacles* for one minute.





The Temple of Annihilism

Stephen Yeardley

In time, all are tainted by long exposure to the terrible alien beings dwelling in deep space. While some perpetually battle against the inevitable tide of annihilation, many embrace the encroaching void. Even those who color their selfishness with chaos or law accept the balance of absolute self-interest; to this end, an ancient void dragon (279), Olematon, built a site to consider and actively embrace the void, as well as to meditate on his philosophical totem of destruction: a *sphere of annihilation*. The adventurers hear of this artifact after defeating a sinister end-of-times cult, overcoming some great undead, or similar adventure. They may also know about two talismans rumored to exist in the temple.

Many attempt to become Annihilists, but few succeed. Failure inevitably means spending eternity as part of the temple's literal fabric; walls, floors, and ceilings—though not the doors. Spirits make themselves known to the party at every opportunity. At the GM's discretion, six ghost knights (280), an evil court that came to claim dominion but was put in their place, attack and harrangue the adventurers while they traverse the temple.

1. Temple Entrance

Climbing the steps reveals a 30-foot-long, slate-topped, pitted stone altar with two mask wights next to it. The party hears, "To study here, place your palms on the blank slate and forswear harmony and liberty." Following this instruction strips the chaotic and lawful alignment elements from a character. Nonlawful and nonchaotic The party can pass through doors as if they didn't exist. A character who places their palms on the slate but does not follow the instruction must make a DC 25 Constitution saving throw, taking 7d8 + 30 necrotic damage on a failed save, or half as much damage on a successful one. A character who survives can pass through the doors. Characters looking for an alternative method of opening the doors can force them with a successful DC 30 Strength check, but must make a Constitution saving throw if it fails the attempt. On a failed save, it takes 14d6 necrotic damage, or half as much damage on a successful save. A character who forces the door also attracts the attention of the mask wights, which attack. A character who uses the altar but seeks to leave the temple later can place their hands on it and state, "I wish to recant my errors," at which point their alignment returns to normal.

Olematon moves around the temple via *teleport*. He attacks the party in the following spots: along the short paths from rooms 2 and 4, and 3 and 5; over the central meditation area; across room 1 as the adventurers leave; and along the corridor where room 7 sits. Marked corners on the long paths from rooms 2 and 4, and 3 and 5, each hold a sculpted, dwarf-shaped, 30-foot-tall flesh golem (281) with twice the normal hit points. The golems ignore nonlawful, nonchaotic creatures but attack all others.

2-5. Elemental Chambers

Rooms 2, 3, 4, and 5 each have 12 smoke dispensers which fill the volume around the pools to a height of 10 feet (ceilings are domed and 40 feet high). A creature that enters the area or ends its turn there must succeed on a DC 15 Constitution saving throw or suffer the effects of a *confusion* spell. A creature who fails the save by 5 or more is afflicted with one long-term madness[1] effect, but also gains the benefit of *enhance ability* (the character chooses which ability is enhanced). Creatures who do not need to breathe are still affected by the smoke, but incorporeal creatures and creatures immune to poison are not.

2. Violet Storm

A neutral evil solar (285) resides in a storm of violet electricity. If engaged, it debates how time saps the youth and vitality from living creatures, rendering them immobile.

3. Crimson Fire

A neutral evil jotun giant (282) bathes in a column of crimson fire. If engaged, it debates how proud beings, thinking themselves invincible, are brought down by unrealistic hopes and dreams of domination.

4. Sky-blue Ice

A neutral evil demon lord (278) resides on a colossal throne of sky-blue ice. If engaged, it debates how vanity means the breathtakingly handsome or beautiful always strive to hide their true, horrific shapes.

5. Simmering Green

A neutral evil ancient black dragon (278) rests in a simmering pool of green acid. If engaged, it debates how the very life force we rely on is drained from us by the daily grind.

The 60-foot-square area in the center of each debating room has pillars that elaborate its resident's points. The violet pillar acts as a *manual of quickness in action*, the crimson a *manual of gainful exercise*, the blue a *tome of leadership and influence*, and the green a *manual of bodily health*, if the appropriate amount of time is spent here.

Those wishing to become temple initiates must face their deepest fears. A 15-foot-by-10-foot lead coffin with an iron pyrite lid sits at Areas 6A and 6B. Initiates enter, seal the door, and confront their fate. Those who succeed receive the help required to enter room 7. Those who fail are added to a colossus.

6a. Strange Coffin

Carved on this coffin's lid is, "Strange is unearthly Fate, uncannily bizarre its supernatural ways." Anyone entering the coffin experiences a *weird* spell (save DC 25). Neutral good, neutral, and neutral evil survivors receive a *belt of dwarvenkind*; lawful neutral or chaotic neutral survivors receive an *ioun stone (awareness)*, others nothing. These items can't enter the coffin at Area 6B.

6b. Grim Coffin

Carved on this coffin's lid is, "Grim demise ends us all, mortality's defunction our doom." Any entering the coffin experience a *finger of death* spell (save DC 25) as their nemesis appears and gestures at them. Neutral good, neutral, and neutral evil survivors gain a *ring of regeneration*, lawful neutral or chaotic neutral survivors an *ioun stone (regeneration)*, others nothing. These items can't enter the coffin at Area 6A.

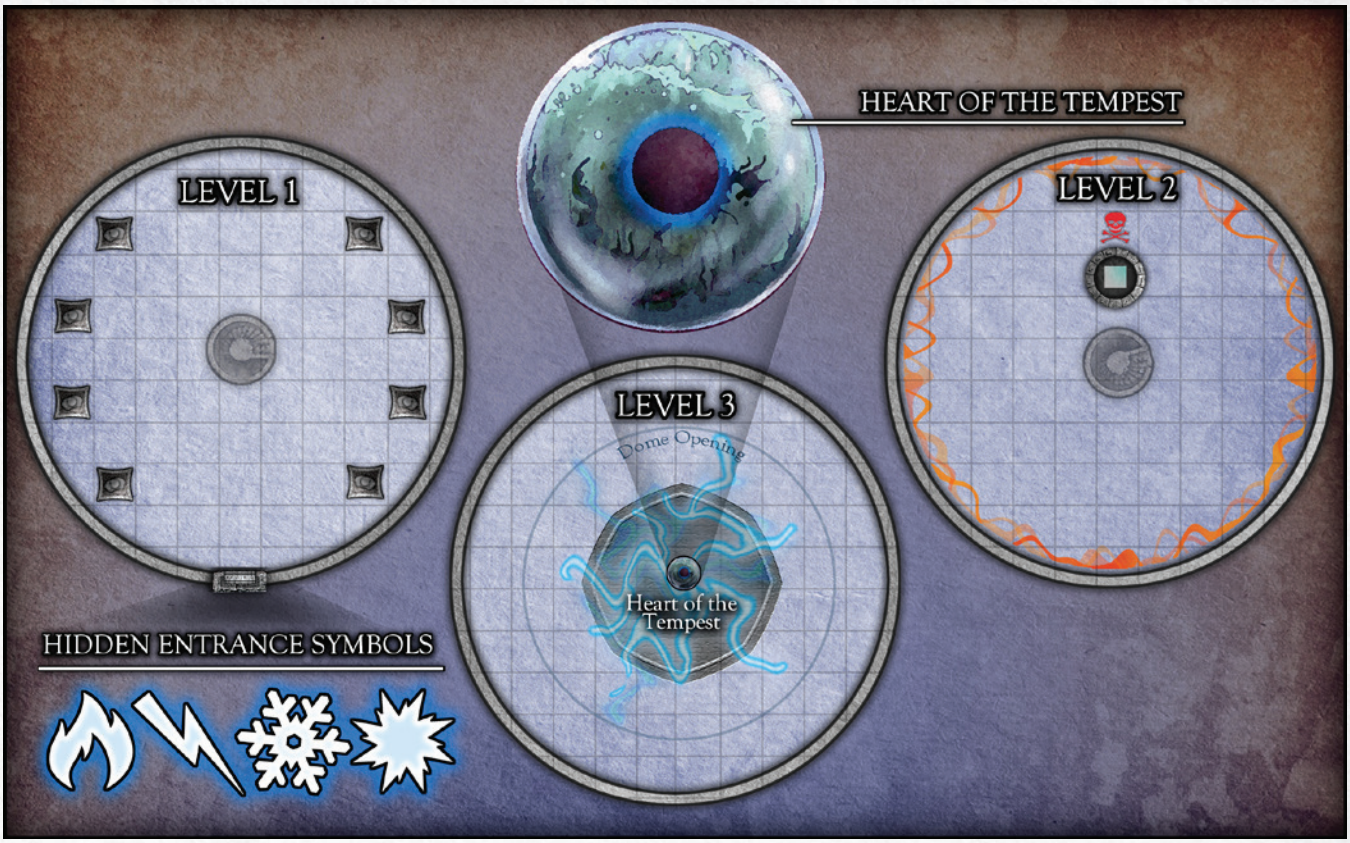
7. Yellow Energy

Creatures stepping into the yellow wall of subsonic energy suffer the effects of a power word kill spell. Characters who cast two *wish* or *time stop* spells (or a combination of the two) lower the barrier for one minute. On top of the chest in a line are three identical loops of wire: a *talisman of the sphere*, a *talisman of pure good*, and a *talisman of ultimate evil*. Roll randomly to decide how they are positioned. Each time an appropriate character picks up the *talisman of pure good* or *talisman of ultimate evil*, the talisman bestows 1 ability charge to the holder and then reappears on the chest with all positions switched randomly. If an inappropriate character picks one up, it delivers damage as listed, then reappears on the chest. If a character picks up the *talisman of the sphere*, the others *teleport* to the dragon and then the chest opens, revealing the *sphere of annihilation*.

Opening the chest attracts Olematon the ancient void dragon (279), who has a well of many worlds. If the adventurers control the *sphere of annihilation*, the dragon tries to use the *well of many worlds* to either destroy the sphere or tear a gap in the spatial fabric (as though the *sphere of annihilation* was placed into a *gate* spell), catapulting everything within a 180-foot radius into another plane. The dragon is able to survive virtually anywhere, so it isn't worried. As for what happens to the adventurers, that's a tale for another time...and place!

[1] Rules for short-term and long-term madness are located in Chapter 8 of the *DMG*.

Stephen Yeardley



The Ascent of Tempest Tower

Justin Andrew Mason

Tempest Tower is a spire that reaches skyward from an expanse of open plains. The stone monument rises nearly 100-feet above mostly featureless terrain. At its apex swirls a maelstrom of storm clouds that extend half-a-mile from the center. The landscape directly below is speckled with small craters and charred vegetation from frequent lightning strikes. The sound of rolling thunder is near constant and can be heard for miles in every direction.

The tower was constructed eons past to bind a powerful monstrosity from the elemental plain of air known as the Storm Song which once roamed across these lands, consuming the greenery and the earth in which it was rooted—creating the vast, featureless plains that now exist.

This mini-dungeon adventure is intended to be inserted into a high-level campaign where a means to thwart an epic evil is required. After successfully ascending the tower and defeating the Storm Song, the adventurers may obtain an artifact known as the *heart of the tempest*.

A maelstrom of storm clouds swirls around the tower for every direction. Frequent lightning bolts violently strike the ground below. Every character approaching the tower must make five DC 21 Dexterity (Acrobatics) saving throws. On a failure, the character takes 28 (8d6) points of lightning damage. Teleportation and planar travel fail to work within one mile of the tower, whether the tower is the destination or the departure point for such magical travel

The tower is crafted of a glossy-black, indestructible, stone-like substance, with no opening to the interior. There is an engraved depiction of an ornate door located on the south side of the tower's base. If *true seeing* spell or similar effect is used upon this engraving, four hidden emblems appear on its surface: a flame, a lightning bolt, a snowflake, and a starburst. The door will open if it is simultaneously exposed to any amount of fire, electricity, cold, and radiant damage, providing access to the first level of the tower.

Heart of the Tempest

Wondrous item, artifact (requires attunement)

This flawless orb is crafted from a mysterious indestructible crystal-like material with a faint metallic sheen. The sphere is two feet in diameter, weighs one pound, and is semi-translucent. It bears a smaller, solid-black orb nucleus at its center.

When the *heart of the tempest* contains a prisoner, the black orb nucleus pulsates with a vivid cobalt-hued light.

Description

The *heart of the tempest* functions as a powerful dimensional prison. It constantly exudes the Magical Travel effect of an *antimagic field* in a 300 ft. radius.

You can activate the *heart of the tempest* and use it to create a magical restraint duplicating the Minimus Containment effect of an *imprisonment* spell. The target must succeed on a DC 30 Wisdom saving throw or be bound by the effect. You can release the trapped entity by placing *heart of the tempest* into the receptacle found on the top level of the Tempest Tower. The *heart of the tempest* can only hold one entity at a time. If the orb is targeted by dispel magic cast as a 9th level spell, any entity captured within it can make a new saving throw, escaping the prison on a success. If an entity escapes the *heart of the tempest* in this manner, the orb's imprisonment ability cannot be activated again until the following dawn.

Level 1

The 30-foot high walls of this section of the tower are lined with eight black obsidian statues fashioned into the likeness of 12-foot tall armored humanoid knights. Four of the statues are actually stone golems (281), and become animated once the adventurers enter the chamber. As each is defeated, it shatters into countless shards. When all four have been destroyed, a round portal opens in the ceiling and the golem fragments begin to swirl around the chamber. They coalesce in the center to form a spiral stairway that leads to Level 2.

Level 2

Many interwoven layers of red and orange chiffon entirely obscure the 30-foot high walls of this chamber. A constant, gentle breeze circles around the room, causing the silk to undulate like fiery waves. In the center is a stone altar bearing a large lever encased in a clear crystalline cube. The cube can be shattered only by directly dealing 100 points of damage to it. Once shattered, a creature can pull the lever and cause a spiral staircase to protrude from the walls of the chamber. The staircase provides access to another newly opened passage which leads to Level 3. The lever is trapped with a flaming vortex trap (275) that causes the silk fabric to burst into flames and the gentle breeze to transform into a violent gale that stokes the spiral of flames to engulf the entire chamber.

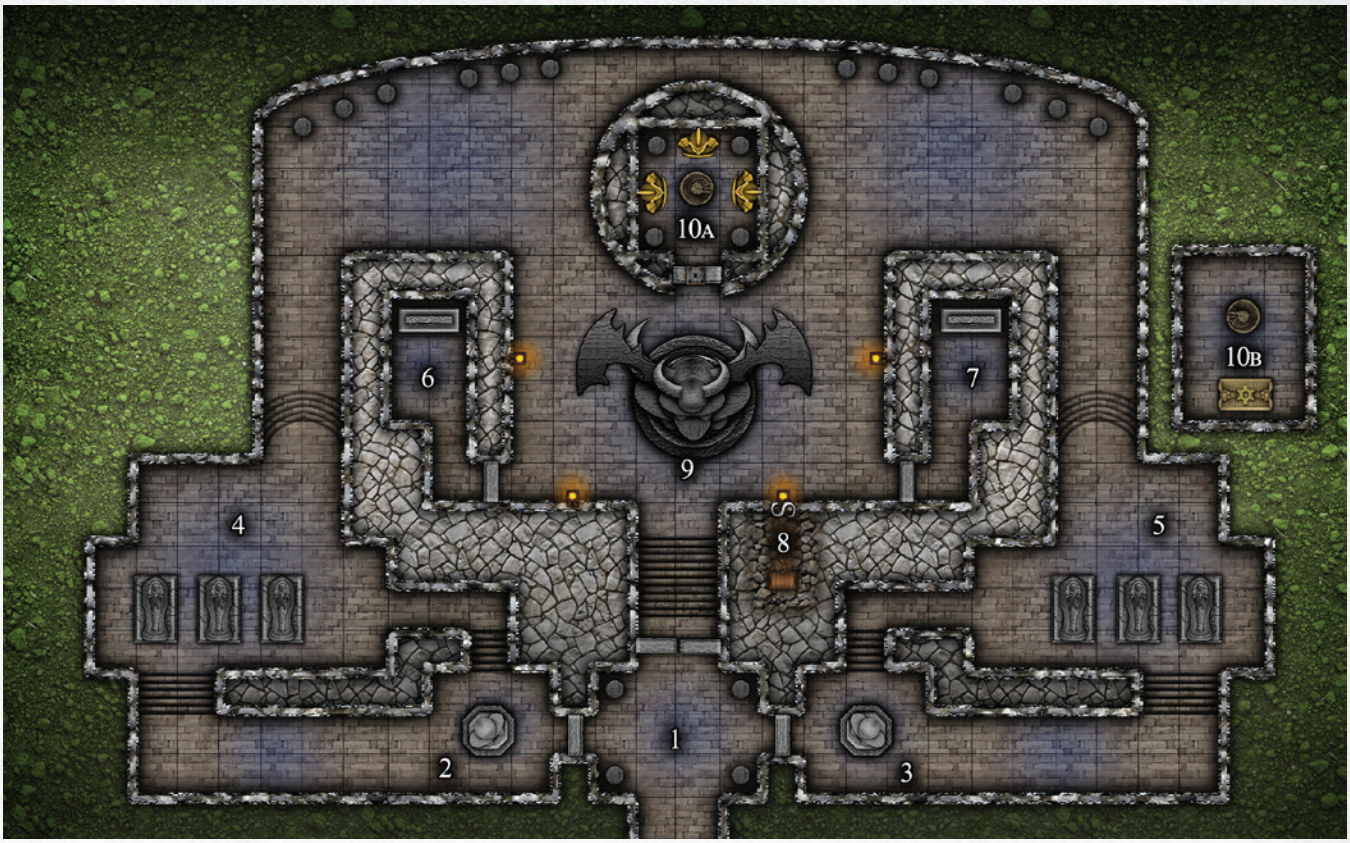
Level 3

The high walls of this chamber cumulate into a massive open dome overhead. Tendrils of electricity dance across the ceiling. Occasionally a bolt of lightning streaks down through the opening and strikes a large round crystal orb which levitates over a concave stone basin positioned beneath it. The stone basin has been engraved with enumerable tiny indecipherable arcane runes. The center of the orb pulsates rhythmically with a vivid dark blue light.

The levitating orb cannot be moved from its central position; however, it can be pulled down into the basin by a character who succeeds on a DC 25 Strength (Athletics) check. Any creature who begins its turn within 10 feet of the orb must succeed on a DC 21 Dexterity (Acrobatics) saving throw or take 7 (3d4) points of electricity damage from lightning discharges.

The levitating orb is the *heart of the tempest*, and when forced into the basin, it releases the ancient blue dragon (278) Storm Song trapped within, who shatters the dome of the tower. The violent creature will attempt to destroy the adventurers and then make its escape from the area. Once Storm Song is released, the *heart of the tempest* falls to the floor.





Heart of the Sacred Dawn

Justin Andrew Mason

In ages past the realm was plunged into an age of darkness beneath the terrible wrath of Tenebrash, vile lord of dragons. His evil had no mortal equal, and hopeless lament was the only bounty of his subjects.

For generations the tyrant ruled unopposed until the Order of the Sacred Dawn challenged his cruelty. By the charge of a powerful and benevolent deity, six holy knights were bestowed with an artifact of tremendous power.

Wielding the relic known as *the Lucespel*, the order vanquished Tenebrash and light returned to the weary world. The knights bound the vengeful spirit of the dragon within their stronghold and sacrificed their own mortality to eternally guard the artifact against those who would misuse its power.

With the return of evil to the realm, a new quest has been called: venture into the ruins of the ancient keep to retreive *the Lucespel*. Those who seek to harness its holy essence will face the ultimate challenge to prove both their valor and virtue.

The identity of the good deity who created *the Lucespel* and clarification of how the artifact can aid against new evils is intentionally vague to allow GMs to fit this adventure into an ongoing storyline.

Within the ruins the party will face the spirits of six holy knights who will test their mettle and worth. Only by besting these spirits and solving the Riddle of Faith will the adventurers be allowed to pass further into the stronghold where they must destroy the lingering essence of Tenebrash to be rewarded with *the Lucespel*.

1. The Ruined Keep

The floor of this room is engraved with a large six-pointed star. In the center is a gilded emblem of a rising sun.

2. The Fierce

This room bears a 12-foot-tall marble statue depicting the deity equipped for battle.

3. The Compassionate

This room bears a 12-foot-tall marble statue depicting the deity aiding a faithful follower.

4. & 5. Sarcophagi

Both rooms contain three stone sarcophagi holding the remains of the six knights. Room #4 houses three males and Room #5 houses three females.

Though their bodies now decay, the deity transformed the spirits of the knights into spirits of adoration (planetar; 283), which stand motionless atop their own graves.

Entering either room causes the spirits of the knights therein to animate. The spirits will plead with the party to spare their own lives by turning back. The knights will only attack if the party refuses to leave.

6. Tenet I

If the party fails to defeat the three knights in room 4 this door remains locked and requires a successful DC 23 Dexterity check with thieves' tools or DC 25 Strength check to open. Within is a stone tablet bearing the following text:

"Exhibit courage. Abide justice. Embrace hope. These are the valors of faith."

7. Tenet II

If the adventurers fail to defeat the three knights in room 5 this door remains locked and requires a successful DC 23 Dexterity check with thieves' tools or DC 25 Strength check to open. Within is a stone tablet bearing the following text:

"Express mercy. Encourage generosity. Exude loyalty. These are the virtues of faith."

8. Trappings Off Cast

Having no more need for earthly treasures, the six knights stowed their wealth in this secret room. Discovering the hidden door requires a successful DC 25 Wisdom (Perception) check.

The value of the treasure is 200,000 gp and includes 2d4 gemstones worth 5,000 gp each and 1d4 art objects. The remaining value consists of coins and gemstones.

9. Tenet III

This massive domed room contains a gargantuan obsidian statue depicting a dragon. The obsidian is otherworldly and indestructible.

A stone tablet at its base reads, "What is Faith?"

The tablets found in rooms 6 and 7 contains the answers: "courage, justice, hope, mercy, generosity, and loyalty." These words spoken aloud in any order will solve the riddle.

When solved, the statue becomes an ancient black dragon. This creature is the bound spirit of Tenebrash who seeks to eradicate those who have spoken the words of faith.

The dragon has no treasure, but when defeated it disintegrates leaving behind a complex platinum mechanism (5,500 gp) which functions as the key to room #10a.

10a. Chamber of Power

The locked door requires a successful DC 30 Dexterity check with thieves' tools to open without the key mechanism from area 9. A powerful divine magic protects the room and prevents entrance by other means.

When the door opens, three golden knight statues within the room shout words of power, each casting power word kill on the nearest living creature.

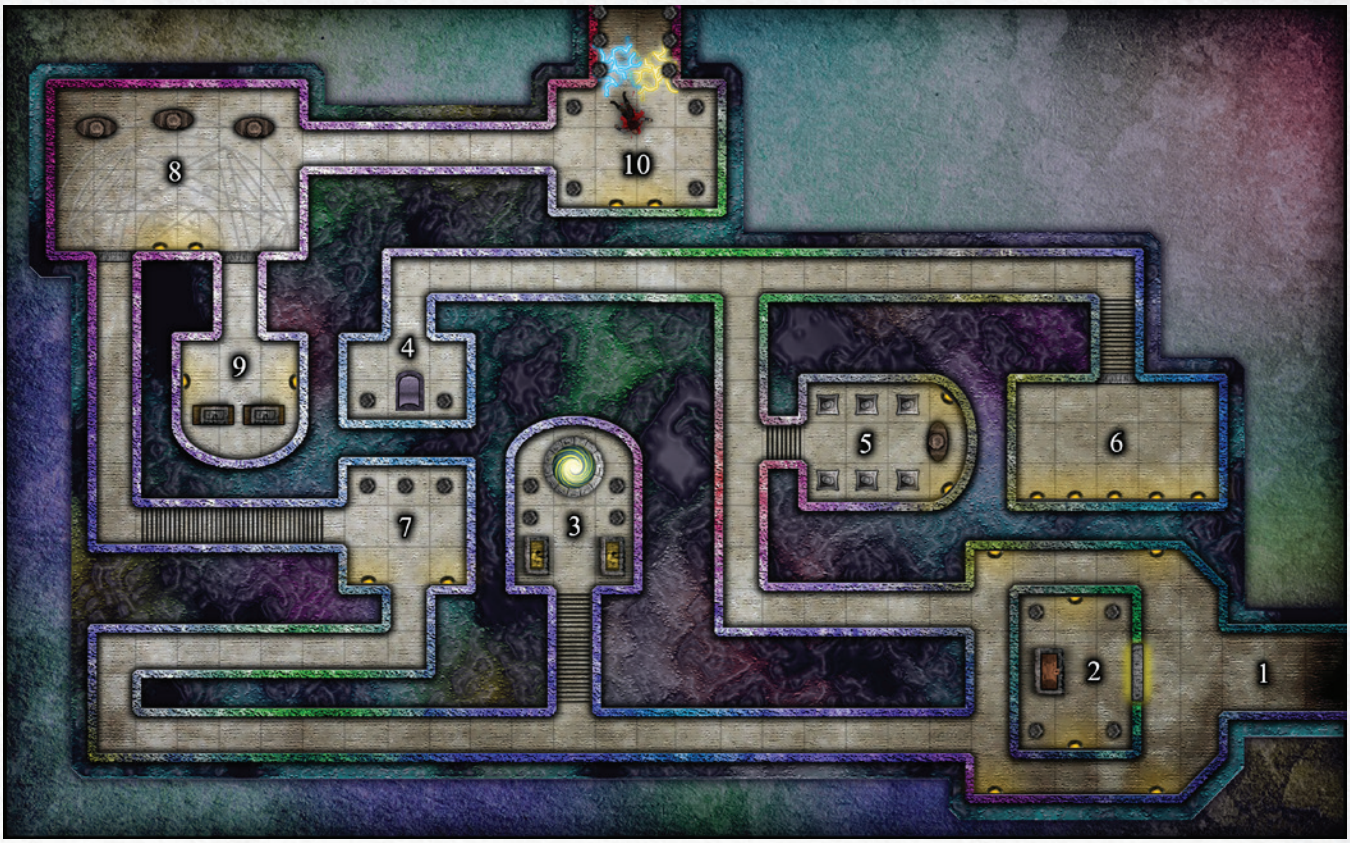
The spiral stairwell in the center of the room leads down to room #10b.

10b. Shrine of *the Lucespel*

This room is the shrine of *the Lucespel*. Upon a golden altar rests the artifact—a well-earned reward for passing the challenges of the Sacred Dawn.

The Lucespel is a unique artifact crafted by the deity. It is exceptionally powerful and exudes holy divine magic. How this artifact appears and how it functions should reflect the nature of the good deity you have chosen.

When the adventurers enter this room, the ethereal ghosts of the six knights appear, three on either side of the altar. They nobly kneel to acknowledge the right of the adventurers to wield the artifact, then vanish as the adventurers lift *the Lucespel* from its altar.



The Rainbow Lich

Michael Allen

The elven wizard Ceatha chased rainbows in the misty skies and crafted a complex to aid in her transformation into a lich, yearning for everlasting life to view nature's beauty. Her evil ritual channeled the power of the rainbow through a glorious waterfall, draining the powers of captured creatures and magical foci scattered through the dungeon. The ritual went horribly wrong, and now the elves report that rainbows come no more to the picturesque valley—and that corruption flows from the falls. The complex walls glow, corresponding to the colors of a *prismatic wall* spell. Corridors have 15-foot ceilings, and rooms have 20-foot ceilings.

1. The Warning

Creeper vines and roots line the slimy walls. At the intersection, a multihued apparition of a female elf appears and utters, "Lessen the wrath by reversing your path!"—a clue for Encounter 10.

2. Electric Shambles (Yellow)

Seemingly stone branches and vines form the walls of this chamber. Anyone with proficiency in Nature recognizes them as actual petrified plants. The door crackles with electricity. A creature who examines the door and makes a successful DC 18 Intelligence (Arcana) check realizes the electricity can be shut down by targeting the doorwau with 30 or more points of force damage, or it can be suppressed for 10 minutes by *dispel magic* cast as a 5th level spell. Otherwise, when a creature touches the door each creature within 15 feet must make a DC 19 Dexterity saving throw as lightning arcs outward. A creature takes 10d10 lightning damage on a failed save, or half as much damage on a successful one. As soon as a nonplant creature enters the chamber, the four columns "melt" into four shambling mounds (285). Each shambling mound is struck by a lightning bolt arcing out from the altar on each of its turns if a 5 or 6 is rolled on 1d6. The lightning stops when the shambling mounds are killed or the altar is destroyed; the altar has an AC 17, 27 hit points, and is immune to necrotic, poison, psychic, and radiant damage.

3. The Poisoned Well (Green)

Bone naga statues flank a well swirling with thick, green mist. Tarnished silver chains stretch from two locked chests to the well, disappearing into the poison mist. If an intruder disturbs the chains, the well releases a poisonous cloud. The DC is 22 to recognize the trigger. A spell or other effect that can sense the presence of magic, such as *detect magic*, reveals an aura of evocation magic around the well. The cloud fills a 20-foot radius and lasts for 10 minutes or until dispersed by strong wind. Its area is heavily obscured. When a creature enters the cloud for the first time on a turn or starts its turn there, that creature must make a DC 19 Constitution saving throw. The creature takes

9d8 poison damage on a failed save, or half as much damage on a successful one. Creatures are affected even if they hold their breath or don't need to breathe. The keys to the chests dangle at the ends of the chains in the well, or the chests can be opened with a successful DC 22 Dexterity check using thieves' tools. Each chest contains 1,400 sp and 350 gp.

4. Flaming Sacrifice (Red)

A headless elven skeleton in arcane robes rests on a pile of singed tomes, flanked by two columns of stacked elven skulls and spell books. Disturbing the remains causes 6 skulls to burst into flames and attack as fire dancer swarms (280). A *tome of clear thought* and a *manual of golems* survive the fiery conflagration.

5. Caustic Blades (Orange)

Six floating longswords drip acid onto pitted stone pedestals. A statue of an elven wizard stands on a plinth covered in a gemstone-studded rainbow mosaic. Disturbing the swords or moving past the first set of pedestals transforms the statue into a marilith (282), teleports the swords instantly into the creature's hands, and activates the pedestals into two possessed pillars (284). In the hands of the marilith, the swords deal an additional 7 (2d6) acid damage on a hit. A *gust of wind* spell or comparable magic can strip the acid from the blades and end that effect. Gemstones worth 5,000 gp can be pried from the demon's mosaic-covered tail.

6. The Stony Bite (Blue)

A glowing metallic vein in the southern wall brightens in five spots where the ore is most dense. The central node resembles a crude mace. Frost partially obscures paintings of demonic creatures to the east and west. Two hezrou (281) emerge from them when characters enter the chamber, and the chamber walls begin radiating unholy cold. When a nondemon creature enters the room for the first time on a turn or starts its turn there, that creature must make a DC 16 Constitution saving throw. The creature takes 5d10 cold damage on a failed save, or half as much damage on a successful one. A creature who makes two successful saving throws becomes immune to the effect, but a creature gains one level of exhaustion for every two failed saves. While the metallic nodes in the wall continue glowing, slain hezrou are replaced by fresh hezrou emerging from the paintings, appearing on Initiative count 20 of each round. Nodes have AC 15 and 25 hit points each, but are immune to all damage types except fire. Even area effect spells affect only the closest node, but a *heat metal* spell affects them all simultaneously. When the central node is extinguished, it becomes a *mace of disruption*.

7. Patient Madness (Indigo)

Three medusa statues stand to the north; a trail of broken snake hair leads to the west, where long stairs climb up toward a metallic bull's head set into the western wall. The statue has burning indigo eyes that cast long, cobalt-blue shadows down the stairs, and any nondemon creature that sets foot on the stairs must succeed on a DC 15 Constitution saving throw or become magically restrained. If the saving throw fails by 5 or more, the creature is instantly petrified. Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the greater restoration spell or other magic. Casting *daylight* on the gorgon head destroys the trap; this fact is revealed to any character who succeeds on a DC 20 Intelligence (Arcana) check. The three statues transform into living medusa (282) when the first character turns north past the gorgon head at the top of the stairs. If *daylight* was cast on the gorgon head, the medusas can't approach within 5 feet of the stairs without risking their own gazes. If possible, they wait until characters have left the chamber, then one of them sneaks up the stairs and throws a cloth over the gorgon head.

8. Blind Journey (Violet)

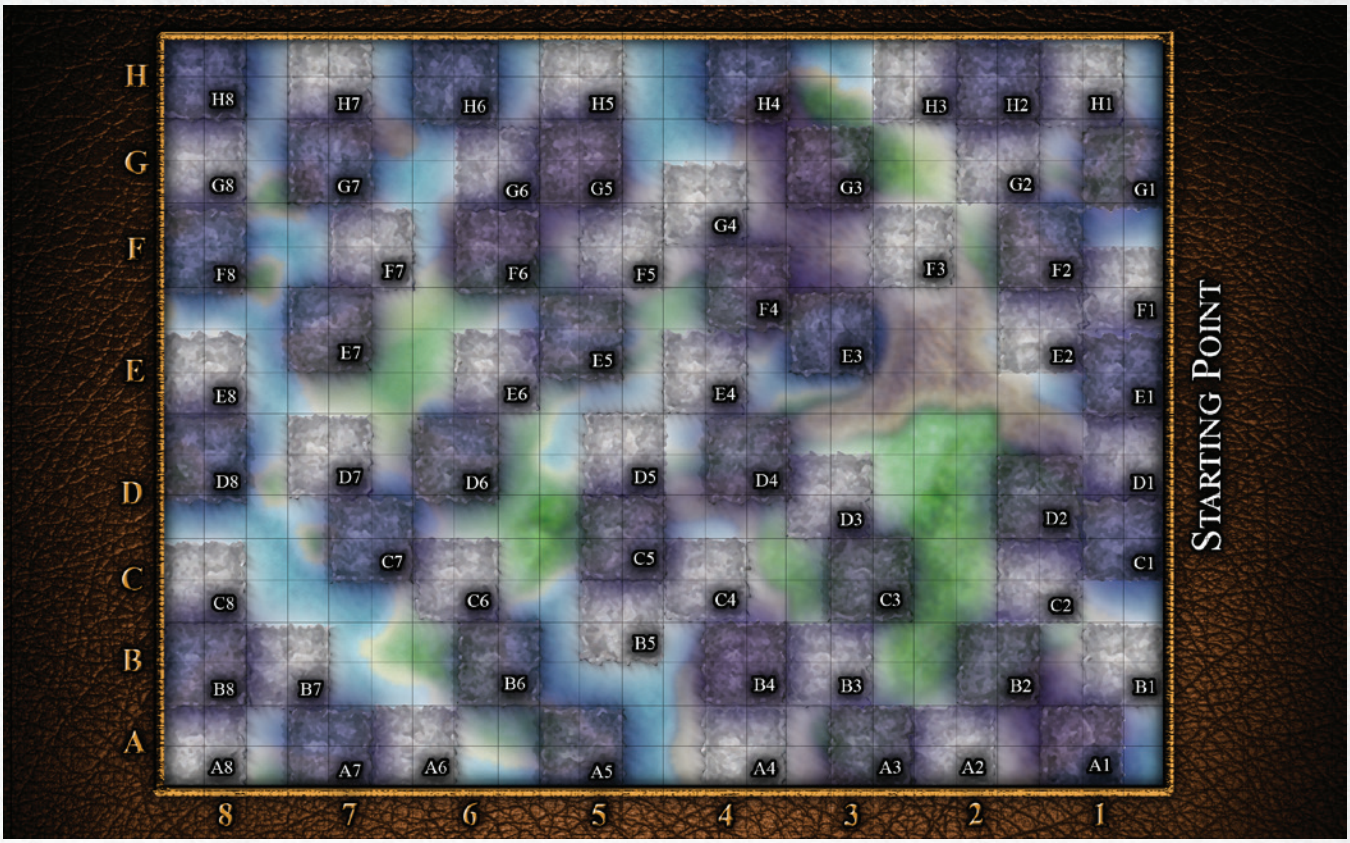
A wooden humanoid statue to the east has ruby-red eyes, and one to the west has sapphire blue. The middle statue has no eyes: two violet amethysts lie on the ground before it. Carved into the statue is the message, "Restore in the mix that which is lost and walk half blind on each side to recall." This is, of course, a trap. Placing one red eye and one blue eye into the sockets of the middle statue disarms the trap, as does a *dispel magic* spell with a successful DC 19 spellcasting ability check. A creature that touches either amethyst must succeed on a DC 19 Dexterity saving throw or be blinded for 10 minutes. A blinded creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw fails by 5 or more, it is teleported anywhere the GM chooses, including to another plane of existence. Placing the red and blue eyes correctly brings a teleported creature back to this chamber.

9. Twice Damned

At the threshold, the apparition from Area 1 appears again and intones, "Only the eighth is safe!" It then fades away. If all previous encounters and monsters have been defeated, this trap is disarmed. Otherwise, a creature who enters the room must succeed on a DC 19 Dexterity saving throw or be affected by a *prismatic spray* emanating from the two cabinets at the chamber's southern end. *Detect magic* or a successful DC 15 Intelligence (Arcana) check reveals the magical energy waiting to be discharged.

10. A Colorful Reckoning

Through an active *prismatic wall* (save DC 19), rainbow light crackles over Ceatha's prone form. The apparition from Areas 1 and 9 appears again and says, "Heed my first warning!" The layers of the *prismatic wall* can be destroyed safely only in the reverse order the adventurers explored the colored rooms. Getting the order wrong, using a magic item, or failing a saving throw while passing through an active layer causes Caetha's transformation to complete and she arises as a full-strength lich (282). At the same time, a shield guardian (285) bound to Ceatha (with a stored *invisibility* spell) assembles from rainbow crystals in the corners. Disarming the *prismatic wall* correctly also completes Caetha's transformation to a lich, but the shield guardian doesn't activate unless Caetha expends her *prismatic spray* to power it. Her phylactery lies to the north, beyond the *prismatic wall*.



The Heartless Queen's Revenge

Stephen Yeardley

At the pinnacle of their powers, nothing has proved able to withstand the adventurers. So what next for them?

We find the adventurers resting in the private rooms of a grand inn after their latest adventure. One wall holds a huge floor-to-ceiling painting of a vast landscape. On the left is a lofty mountain, its pinnacle wreathed in fog; the right has a squat volcano with a trail of ash and embers. Twin suns sit above it all; a character who succeeds at a DC 25 Wisdom (Perception) check notices the suns have barely-visible faces. On the other side of the room is an equally large mirror. A character who succeeds on a DC 20 Wisdom (Perception) check notices that in the mirror, the clouds drift toward each other over the course of two hours. A roaring fire and rich food pushes the adventurers toward sleep, but as they doze their hostess, the disguised Red Queen (fire giant; 280) enters to clear items away and lower the fire, but instead flings down three beads from a *necklace of fireballs* and steps through the mirror. Although the mirror's reflection shows the adventurers fast asleep, they find they can follow the Red Queen through the glass into a similar room—but in another land. Looking back, they see their sleeping reflections in the original room.

On leaving the room (and what had been a warm, relaxing evening), the adventurers stand on a crisp, wintery mountaintop where the white fog can speak (it's a mix of dust mephits (279) and ice mephits (281)); the mist views the adventurers as "giants that have shrunk." Elsewhere on the peak, the adventurers meet the White Queen (young white dragon; 279), currently in human form, who impresses on them the urgency of forthcoming events. She asks for help and then brings the adventurers to battle using *wind walk*. The party finds that the black smog coming from the volcano is a combination of smoke and steam mephits (285).

The White Queen reveals to the adventurers that the entire sky is laid out in squares, like a huge chessboard, particularly where the clouds meet. The squares are uneven and set at slightly different heights, making running near impossible; a creature using the Dash action must succeed on a DC 20 Strength (Athletics) or Dexterity (Acrobatics) check when or fall prone. Each 10-foot-by-

10-foot square is formed of 4 mephits (2 of each relevant type), so that a 20-foot-by-20-foot cloud holds 16 mephits (8 of each type). A creature who begins its turn standing on a cloud on its own side has advantage on Initiative checks can move an extra 5 on each of its turns. The White Queen offers to make the adventurers queens and kings if they can move all the way to the eighth rank in a "chess match," referring to the rules of promotion in a chess game. The adventurers begin in the second rank, among the White Queen's pawns, but can choose where they would like to start. More pawns (cloud giants; 277) line up with them. Any pawn can begin its trip across the chessboard by calling on a roc (284) to carry it over the third rank and directly into the fourth, thus acting on the rule that pawns can advance two spaces on their first move. Rocs leave immediately afterward. The party finds that unlike other pawns, they can move one "square" in any direction, not just forward. Throughout the time the adventurers make their limited moves, the red pawns (fire giants; 280) deal with various white pieces.

Characters who move to the third rank are attacked by a single roc (describe as having black and red coloring). It is accompanied by the Red Queen, who shouts, "Decapitate them all!" If the roc loses three-quarters of its hit points, it flees and the Red Queen disappears.

On the fourth rank, the adventurers meet the twin brothers Houkutella and Taivutella (fire elemental), whose faces appeared in the painting. After discussing their inconstant alignments, the brothers draw the adventurers' attentions to the distant Red King—asleep on a floating sun-colored disc—and mischievously provoke the adventurers with the idea that they are only figments of the Red King's dreams (implying that the adventurers will cease to exist when he wakes). A character who succeeds on a DC 20 (Persuasion) check may diplomatically persuade both twins to join them, a character who succeeds on a DC 15 (Persuasion) check may diplomatically convince one to join them but the other not. The brothers adopt a menacing stance and prepare to fight for the adventurers, against each other, or against the party, depending on if and how the discussions proceed.

The White Queen tells the adventurers of the need (and demonstrates her ability) to see invisible creatures; she reveals the two Red Knights (nightmares; 283). Characters advance into the fifth rank by defeating the knights with the White Queen watching, but as soon as the knights are down, the Queen transforms into a air elemental (276), crackling with blue electrical energy. Defeating the Queen returns her to her true form, otherwise she floats off at the end of her third turn. As soon as the adventurers advance to the fifth rank, they are attacked by two Red Bishops (stone golems; 281).

Crossing into the sixth rank, the adventurers see a dust mephit (279) slowly falling from above. At the same time, two Red Rooks (shield guardians; 285) appear. The adventurers have 4 rounds to defeat these two pieces, or Husty Dusty has his inevitable fall. Then...

..."All the queen's forces, all women and men" come to Husty Dusty's assistance. From a distance, the White King (young gold dragon; 279) directs any remaining pieces against the remaining forces of the still-sleeping Red King.

Upon either defeating the red forces, or leaving the white pieces to finish them off, the adventurers reach the seventh rank by crossing into the dark smoke clouds of the now-awake Red King (efreeti; 276), who is intent on capturing the "white pawns"—the adventurers—for his Queen. Seeing his devotion, the Red Queen sends a chimera (277) (with red and black coloring) to his aid. The White King moves to fight the Red King, but both fall from the clouds.

After defeating the chimera, if the adventurers step across to the last rank they are automatically crowned as queens and kings, with crowns materializing abruptly on their heads. They soon find themselves in the company of all the monarchs: the White and Red Queens and Kings, who relentlessly argue over who should relinquish their realm to the adventurers. The other monarchs then invite each other to an event to be hosted by the newly crowned adventurers—an event of which the adventurers themselves have no prior knowledge...

... but everything needed for such a party suddenly appears a cloud or two away. The adventurers' weapons disappear, and they suddenly find themselves hosting a party with all the monarchs. The party quickly turns to a chaotic uproar, but a character who grabs the Red Queen unknowingly puts the Red King into checkmate. The game is over!

The adventurers suddenly appear in front of the mirror that brought them here, crowns still on their heads. In the painting seen in the reflection, the clouds are floating back to their respective mountains, while the twin suns are nowhere to be seen. On the other side of the mirror, the adventurers are sleeping, and the effect of the Red Queen's *fireballs* has gone.

The story ends with the adventurers stepping back through the mirror. This sends them to their sleeping bodies, and they slowly wake, recalling the speculation of the fire elemental brothers: that everything may have, in truth, been a vision of the Red King, and that they might be no more than a figment of his imagination, and that life itself is but a dream. Looking back in the mirror, the adventurers briefly see themselves as they were when their careers started, but the glass fades away, leaving only a blank wall. Perhaps none of it happened. Except for those crowns beside them...



Flight of the Gryphonwind

Justin Andrew Mason

Herein you will find complete details for the airship christened the SS Gryphonwind, NPCs to crew her, and encounters and scenarios suitable for airship adventures. Whether looking to integrate an airship into your plot or granting an airship to the adventurers, this Mini-Dungeon provides everything you need.

The SS Gryphonwind is the maiden Gryphonwind Class military airship and represents the latest cutting-edge arcane technology. She is equipped with the newly-invented *elemental energy convertor* which powers all the ships systems.

The monetary value of the airship runs into the tens-of-millions of gp, so it shouldn't be purchased. Logical integration can include allying the crew, commandeering the airship, conscripted service, or a loan from a kingdom.

Gryphonwind class airships are multipurpose light cargo/troop transport/assault support vehicles. A skilled crew of four and a captain can operate the vessel, which can transport an additional 50 passengers or up to 10-tons of cargo.

SS Gryphonwind

Gryphonwind Class Airship
AC 23, **hp** 1,300
Hull magically treated sturdy adamantine
Maximum Speed 500 ft. (50 ft. vertical)
Acceleration 50 ft. (10 ft. vertical); Maximum Altitude 20,000 ft.
Propulsion Elemental Energy Convertor
Crew 4
Means of Propulsion Arcane Engine
Decks 2
Cargo/Passengers 10 tons/50 passengers
Armaments *mana railgun artillery*, 4 light ballistae (port and starboard) with 200 silver-tipped ballista bolts
Modifications adamantine ram and plated hull

Standard Cargo 250 rations, 10 barrels of fresh water, 5 kegs of ale, 12 winter outfits, 3 healing kits, and an adamantine coffer with superior lock (which can be picked on a successful DC 25 Dexterity check with thieves' tools) containing 10 pp, 300 gp, 2500 sp, 1000 cp, three bottles of fine wine (150 gp) and six star sapphires (300 gp).

Elemental Energy Convertor (EEC)

The EEC is the power source for all of the Gryphonwind's arcane-powered systems. The convertor acts as a battery storing primal magic, which it converts to various forms of elemental magic as, needed.

The convertor stores a maximum of 10 charges. As long as one charge remains the airship can continue powered flight. If the convertor is ever reduced to zero charges, the airship descends in freefall.

The damage resulting from a critical hit to the airship is dealt directly to the EEC (hp 240). If the EEC is ever destroyed, it temporarily retains charges; losing one charge every 3d4 rounds.

The convertor can be naturally recharged at a rate of 1 charge per day, but recharging requires the ship to remain stationary for the entire period. Any use of the railguns or force field also interrupts this process.

Antimagic Forcefield

The *antimagic forcefield* can be triggered by the pilot as an action. Triggering the forcefield expends 1 charge from the EEC, and can only be triggered if the convertor has more than one charge.

The forcefield persists for one minute. It generates a one-way, 30-feet thick barrier that functions as both an *antimagic field* and *wall of force* which forms a 200-feet wide sphere centered on the ECC. The *antimagic forcefield* only affects magic or objects moving into the barrier, and has no effect or resistance from within.

Mana Railgun Artillery

The massive array is constructed of three railguns that each casts a bolt of arcane energy (damage type selected by the gunner) that inflicts 85 damage. The railgun array can be fired using either one gun (monogun shot) or three guns simultaneously (trigun shot). A trigun shot requires at least one charge in all three railguns.

Each gun has a maximum of 10 charges. Expended charges recharge for each railgun at a rate of one per hour as long as the ship's EEC has more than one charge.

The railguns cannot directly target a creature or object smaller than huge. Shots fired at smaller targets have a chance of hitting: Tiny 15%, Small 20%, Medium 25%, Large 30%.

The hull-mounted artillery is located on the airship's fore and can swivel to target any direction except directly up. The guns are manned by one gunner who is stationed at the airship's *navigational console*. If the airship is in motion the railguns require a ranged attack by the gunner, otherwise targeting is perfect.

Monogun Shot: **Casting Time** 1 action, **Range** 4,800 ft., **Duration** instantaneous, **Saving Throw** half, **Dmg** 85 of either acid, cold, electricity, or fire*.

Trigun Shot: **Casting Time** 1 action, **Range** 4,800 ft., **Duration** instantaneous, **Saving Throw** half, **Dmg** 255 of either acid, cold, electricity, or fire*.

*If the damage caused to an interposing barrier shatters or breaks through it, the shot may continue beyond the barrier if the range permits, otherwise it stops at the barrier.

Crew of the Gryphonwind

All five primary crewmembers possess a *ring of feather falling*, which is worn on secure silver necklaces. In the case of a catastrophic failure, their rings are equipped.

CPT Cidrick "Cid" Harlock: Captain (assassin; 276). An old and gruff human male with long grey hair. Once a feared airship pirate in his youth, Cid came to terms with his harsh lifestyle after a long stint in prison and the later relationship with his late wife. His skillset earned his rank as a pirate-turned-privateer-turned-captain in service to the kingdom.

CDR Ryn Harlock: Helmswoman and First Mate (mage; 282). A tall and athletic half-elf woman with flowing golden hair, she is the daughter of the captain. Growing up around airships has lent to her ability as a highly skilled pilot. Strong and independent, she also strictly adheres to chain of command and duty, and has been awarded dozens of accommodations for her courage and service.

LT Ruty Rightway: Gunner (gladiator; 280). A short and hefty human man, often mistaken as a dwarf, with spikey black hair, bushy bearded, and bulbous nose. Ruty speaks with a stiff lip, suggesting he suffered some injury that permanently parallelized the left side of his face. Despite one loose and lazy eye that wanders about in a constantly erratically shifting gaze, Ruty has precision aim, and is renowned for his prowess as a gunner. He's also renowned for his love of sour whiskey.

ENS Darro: Deckhand and Mechanic (hobgoblin; 281). Affectionately given the moniker, "Daring Darro" by the crew, he is a dedicated crewmember. In maintaining the ship he is fearless, often tying himself off to the deck railing and diving overboard to make repairs to the hull, wings, and engine as needed. He is unusually intelligent for a goblin and bound to honor by his unrequited love for Ryn. Though she doesn't hold Darro in the same regard, Ryn shows a noticeable affection for the goblin.

LTJG Aston Cartwright: Arcane Engineer (mage; 282). A handsome young gnome with short, curly, fiery-red hair. A prodigy barely of adult age, his career as arcane engineer are legendary. Inventor of the EEC,

He is cocky and outspoken about his skill, but timid and shy about all other aspects of his life. His civilian elven boyfriend, Alfrit Goldleaf (commoner; 277), often "stows-away" on particularly long non-combat flights. The rest of the crew are aware of the extra passenger, but permit and play-along with the secrecy.

At any given time, the onboard passenger manifest of the Gyrphonwind may include 3d4 soldiers (bandit captains; 276) and 1d2 dignitaries (nobles; 283) on board.

1. Bridge Deck

The bridge deck, raised slightly about the main deck at the fore of the airship, features a large crystalline dome magic *navigational console*, which constantly displays an accurate map of the terrain beneath the airship within a 10-mile radius. The pilot and gunner stations are located here, and the control panel is directly interfaces all arcane-powered systems of the airship.

2. Captain's Perch

The captain's perch sets slightly higher than the bridge deck and hosts a traditional ship's wheel, which can be used to override the bridge helm to steer this vessel if needed, and can serve as a backup to helm control if the navigational panel is ever destroyed.

3. Retractable Top Deck

The retractable top deck provides easy access below. The lower deck is a wide hold that spans the length and width of the ship, supported by reinforced hardwood beams. The area houses the ECC and engineer station, but also serves as a cargo hold and passenger space. The ECC emits a warmth that keeps the entire area temperate and hums with a constant deep and modulating tone. Hammocks can be strung between beams to provide bedding for additional passengers.

4 & 5. Starboard & Port

The starboard and port runners each boast two mounted light ballistae, each stationed next to a stack of 50 silver-tipped bolts.

6. Crew Quarters

The shared crew quarters are a private section of the ship, housed in a bungalow near the aft of the main deck. It features amenities similar to an inn suite, and the interior has a magically controlled climate. The crew often takes shifts sleeping here. The room also functions as the captain's quarters when needed. The captain's coffer is securely stowed here.

A & B. Adamantine Wings

Adamantine wings are used to direct the airship upon a vertical axis when ascending or descending. If the wings are destroyed (hp 500), the vessel can no longer ascend, though it will still be able to descend safely.

C. Arcane Engine

The arcane engine located at the stern of the airship is powered directly by the ECC. It is the ships sole source of forward propulsion. The ship cannot ascend or make any forward motion if the engine is destroyed (hp 300). The ship can slowly descend at 10-feet per round with a destroyed engine.

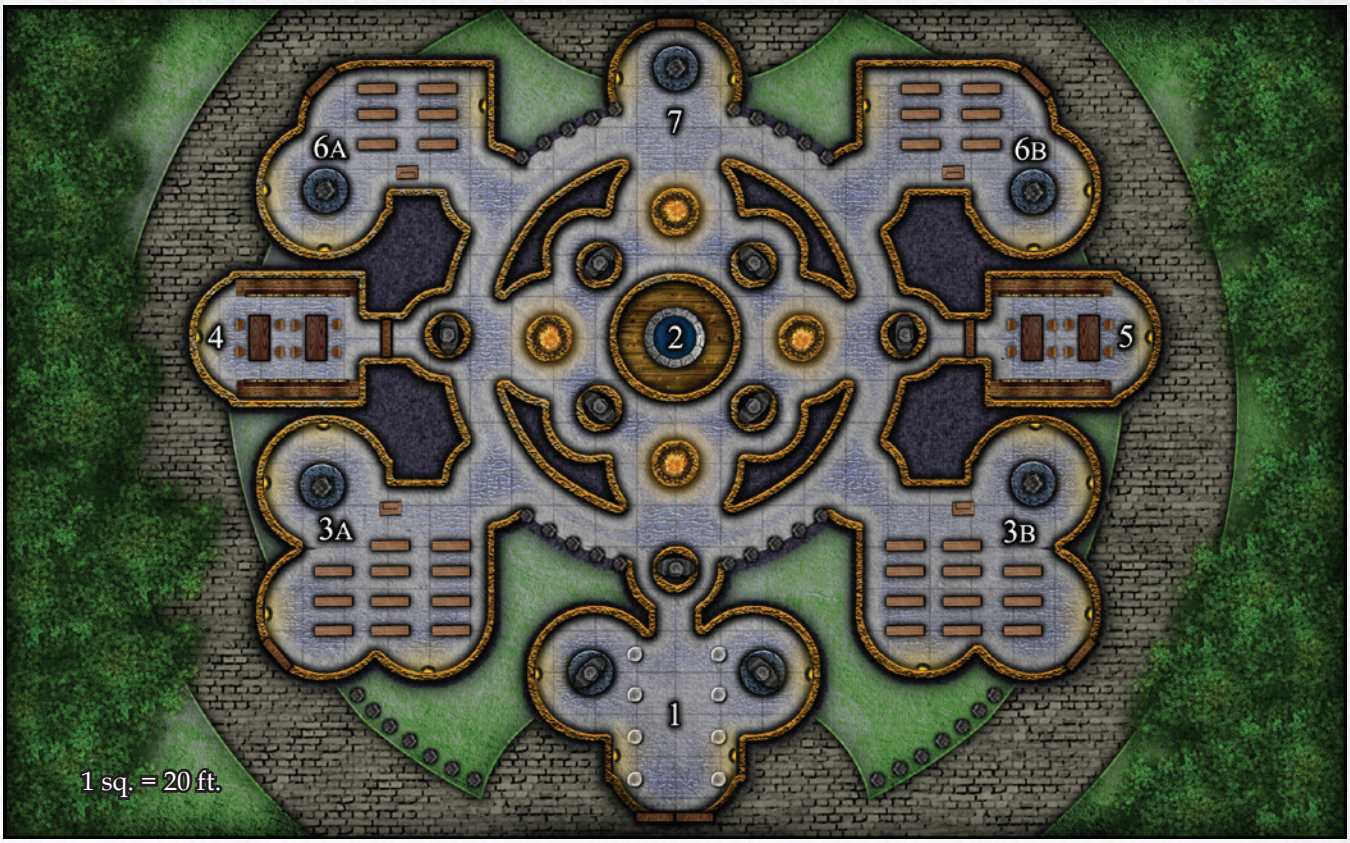
Airship Scenarios & Encounters

• A mission to deliver supplies to a tsunami-devastated coastal city, but the quickest direct route is over mountainous cloud giant territory. In transit, the airship is surrounded by 1d4 + 2 cloud giants (277) riding upon adult white dragon (279) mounts.

• While transporting three squads each of twelve soldiers bandit captains (276), one of the squads turns out to be enemy forces that have infiltrated the ranks from an opposing kingdom. They rig a bomb to the EEC, and attempt to commandeer the ship with intent to destroy it if they cannot return with it to their kingdom.

• After delivering medical supplies to a plague-stricken city, the crew of the Gryphonwind becomes deathly ill, except for Darro who seems to be immune. The adventurers—who so far remain unaffected—and the goblin discover the source of the illness (and the original plague) is a hezrou (281). It boarded the docked airship intending to ride it to the Gryphonwind's net port of call to spread its pestilence further.





New-Born Gawds

Stephen Yeardley

Despite the wonder of their own ability, many who work with magic can't help but make items to display their prowess. Buyers fuel this by prizing gaudy novelties ("new-born gawds"), such that anything with the longed-for glamer of magical energy (even if superficial) makes constructs big business for crafters.

For years, Ars Mechanica was the highest-regarded school for learning how to craft constructs. Not for its tutors the banality of plain or simply functional golems or clockwork creatures. They strove to make their creations works of art to rival any sculpture or painting. This they did, but they eventually priced themselves out of the already-limited market. Its patrons dried up, and Ars Mechanica closed.

The school is now a museum-cum-testing ground of sorts. Its previous success was in no small part due to the clockwork servants and robot gearsmen that patrolled the place, maintaining and repairing the assorted constructs kept there, even when they were damaged enough to be disabled. The tireless workers still keep these podium-mounted "demonstration models" in excellent condition, which in turn protect the site from looters. Anyone trying to steal something from a podium faces the wrath of every construct within the building. The repairers simply restore damaged construct to new.

With care, anyone can enter Ars Mechanica. So long as they don't take, damage, or attack a model, they can wander around and learn about a wide range of metal constructs. A clockwork servant approaches every 10 minutes and asks if they need help, but characters can otherwise do what they like. If someone harms a

construct, it reacts with its full capabilities. A series of *magic mouth* spells on the front door explains these guidelines to any visitors, and a character of any level can enter, learn about constructs, find a suitable challenge, and leave. Other than the main entrance, doors open only if there is an emergency in the school, but can be forced with a successful DC 30 Strength check.

As the adventurers explore the school, they may encounter clockwork watchmen (277) and ushabti (286) as the constructs follow their set routines, although the repair constructs tend to avoid living creatures. A character that succeeds on a DC 20 Wisdom (Perception) check also notices spider thieves (285) monitoring their every move. Indeed, all who visit the school are recorded and remembered. Any who enter and fight something three times are barred from entrance forever afterwards—the repairers are only willing to put up with so much damage from any one creature. If you would like to introduce an additional challenge, make one or more benches in each classroom an animated object (use giant boar (276) statistics but change the gore from its charge to a trample inflicting bludgeoning damage).

1. Entrance Hall

Outside stand seven clockwork watchmen (277) on either side the doors. Each looks like one of the tutors from the time the school was at its height. These watchmen are part of the fabric of the building. As a bonus action, they can use an effect similar to *tree stride* which lets them merge with the walls in one place and then step out of a wall anywhere else in Ars Mechanica. The atrium is imposing: on the left is a stone golems (281), on the right a monolith champion (283). Facing each are four suits of animated armor (276) built to look like a party of adventurers attacking their foe. If a character touches any of the constructs, the nearest wall beacon projects the head of a tutor who describes it. Past the arch is a possessed pillar in the form of a dragon with five clockwork watchmen (277) resembling lizardfolk on either side of it.

2. Main Display Area

Four constructs and four glowing golden discs are here. If a character touches a construct, a *programmed illusion* of a tutor appears from the disc to its right and describes it. From the northeast corner, there's a clockwork huntsman (277), a clockwork myrmidon (277), a clockwork hound (277), and a clay golem (281). The central pool is designed to put out fires. If the building is burning, water is drawn from it to the spot through an intricate sprinkler system in the floor and ceiling, flooding the relevant area quickly.

3A. Classroom

This space houses a smaragdine golem (281), a lectern, and 11 benches. Sitting on a bench triggers a *programmed illusion* of a tutor by the lectern, who points out the main features of the golem, describing the crafting process as the beacons project a recording of how the example was made.

3B. Classroom

Identical to 3A except that it contains a steam golem (285).

4. Dining Room

Before the door is a clockwork abomination (277). Inside is a refectory; if a character sits at a table, a library automaton (282) detaches from one of the walls and asks what they would like to eat or drink. No food exists here anymore; the storage shelves hold empty boxes. A character who succeeds at a DC 15 Wisdom (Perception) check finds a page of vellum explaining how to use iron-like wood to increase a golem's natural armor by 1.

5. Library

Before the door is a rearing clockwork hound. Inside was once a library; if a character sits at a table, a library automaton appears and asks what they are interested in learning. Unfortunately, the books have been stolen, so nothing is brought to the character. Lodged behind the north shelves is a set of basic instructions explaining the differences between golems and shield guardians.

6A. Classroom

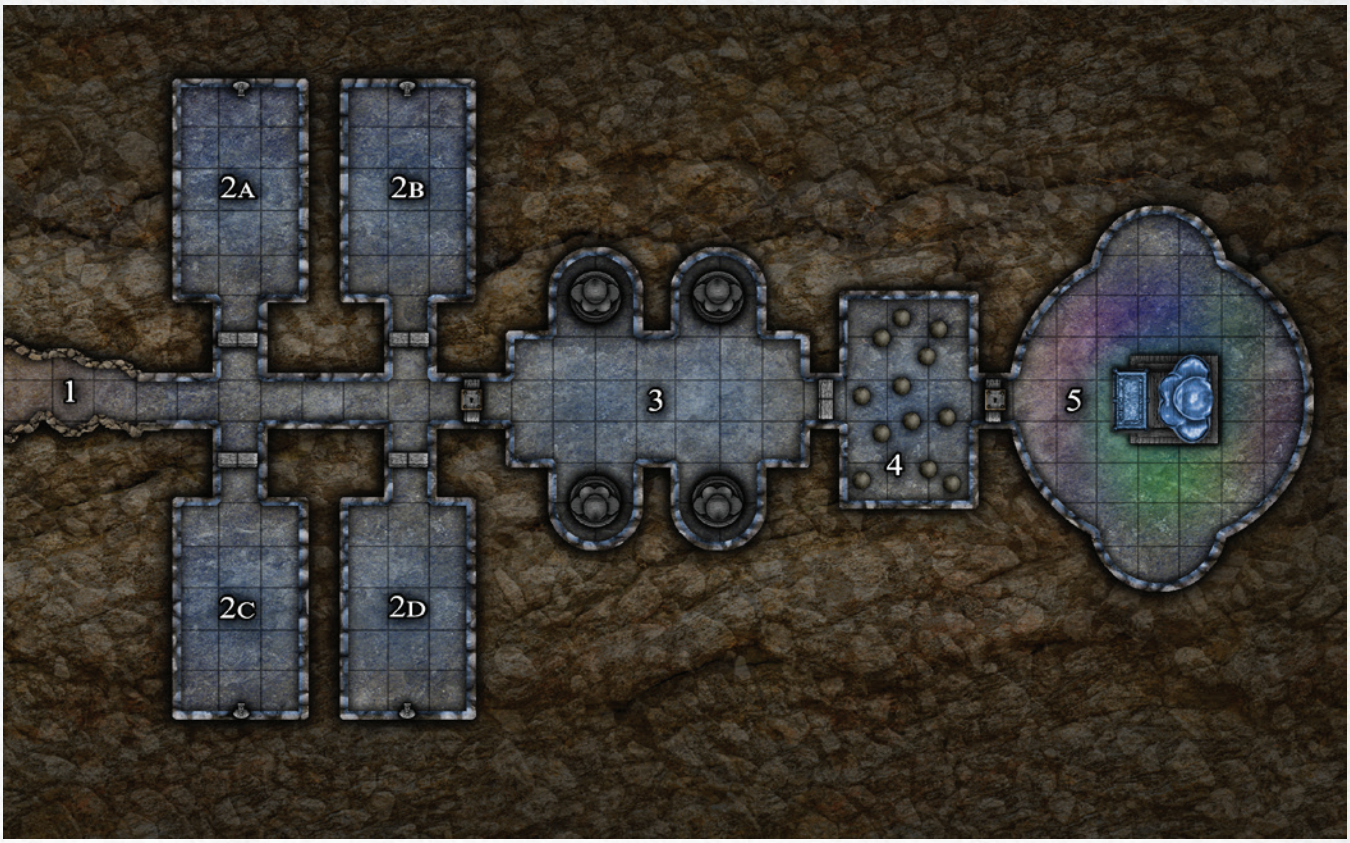
This is similar to 3A except it contains a salt golem (281) and only six benches.

6B. Classroom

This is similar to 3A except it contains an iron golem (281) and only six benches.

7. Protected Display Area

In this space is a "de-aligned" tophet (286), now as Neutral as every construct is in the school, with five clockwork watchmen (277) on either side of it, which cautious tutors placed here as a first line of defense in case something godlike came to recover its property. Nothing has...so far.



Song of the Sacred Stones

Justin Andrew Mason

In the shadow of snowcapped mountains, hidden deep within alpine forests, there is a strange and sacred site. Knowledge of its location echoes only through esoteric lore, but it was once known as Laorgyn's Voice. An underground complex created in an age before mortals, the ancient sanctuary was manifested by powerful elemental spirits of earth in homage to their since forgotten goddess.

The adventurers may have learned of the location in a rare tome about lost cultures and ancient lore. The unknown author writes, "Laorgyn's Voice be a place where the magic known by man was borne."

1. The Sacred Site

The entrance is an obscured cavern, undetectable except for strange clusters of cerulean crystalline shards that blossom from the surrounding stone.

Constructed using primordial magic, the shrine reverberates with latent energies of weird arcana and proto-divine consecration. *Detect magic* reveals an overwhelming ever-shifting aura. A character who succeeds on a DC 25 Intelligence (Arcana) check notices this aura is the result of a power from which all other schools of magic have developed.The complex construction is of masterful quality, but is considered a natural cavern of unworked stone due the way it was created.

The interior of the complex emits a barely audible repeating chant sung by a feminine voice. In any room other than the Hall of Tongues, the words are of an unknown language, but actually mean, "*The sacred mother stone is foundation. From her womb springs life; to her bosom all are bound. Above and below, into her embrace all shall return.*"

2. The Keepers of Stone

Each of the rooms has a lever that when pulled they partially unlock entry to the hall of tongues. Guardians are summoned when each of the room's stone doors are opened.

Guardians of the Sanctuary: The average party level (APL) determines the summoned elementals.

APL	Elementals
1-3	2 dust mephits (279)
4-6	1 earth elemental (278)
7-9	2 earth elementals (276)
10-12	3 earth elementals (276)
3-16	4 earth elementals (276)
16 +	6 earth elementals (276)

3. The Hall of Tongues

The locked stone door into this hall is 1-foot thick, has the hardness of adamantine, and is opened by pulling all four levers that are guarded by the Keepers of Stone.

The rectangular room has two alcoves to the north and south, each with a 15-foot tall iron statue. The statues depict a female humanoid with jagged rock-like appearances. A character who succeeds on a DC 20 Wisdom (Perception) check notices all four statues have articulated arm joints for posing. Their current pose has their hands cupped over their mouths.

Upon revealing the mouths of all four statues, any creature who enters the room or begins its turn in the room gains the benefit of a tongues spell until the beginning of its next turn.

4. The Sacred Stones

This room has a dozen 1-foot-spherical stones haphazardly positioned on the floor. When each stone is touched, from it a female voice emits a single word spoken in a long dead, unknown elemental language.

The twelve words are: Above, Below, Bosom, Bound, Embrace, Foundation, Life, Mother, Return, Sacred, Stone, and Womb.

A character who succeeds on a DC 15 Intelligence (Investigation) or DC 20 Wisdom (Perception) check recalls that all the words uttered by the stones are also in the repeated chanting heard throughout the complex. Every word the stones speak is discernable from the Hall of Tongues.

A character can open the door leading to Laorgyn's chamber by activating the stones in the same sequence uttered in the chant.

5. Laorgyn's Chamber

The domed ceiling of this massive chamber is a stir with glowing wisps of translucent primordial magic that slowly circle about the room. In the center of the chamber is a 30-foot tall blue crystal statue of a feminine figure with jagged features. She is holding a 3-foot tall solid mithral figure shaped like a humanoid infant. An altar at the base of the statue is fashioned from the same crystalline material.

The chant heard throughout the complex seems to be emanating from the statue, which functions as a holy symbol to the proto-goddess, Laorgyn. The chamber is concreted holy ground, and nonevil creatures cannot become frightened within it. The crystalline material is as hard as adamantine.

If the adventurers intentionally damage or destroy the statue, the area is no longer holy, the chanting stops, and an elemental locus in Laorgyn's likeness appears to dole out retribution.

Wielding Weird Magic

A character who spends 7 days concentrating on an item (as if on a spell) while within Laorgyn's chamber can make a DC 25 Charisma check at the end of that period. On a success, the item becomes a magical item of its type with the Melodious Chant property (see below). On a failure, the item explodes and all creatures within the room must succeed on a DC 19 Constitution saving throw or take 1d6 radiant damage per level of the character who was trying to enchant the item. A character who attempts to create a magical item in this manner cannot make another attempt for 365 days, regardless of success or failure.

Melodious Chant. Any time the item is activated, creatures within 10 feet can hear indecipherable melodic chanting for one minute. If the item has a continuous effect, the chanting is likewise continuous.

Justin Andrew Mason

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Cliff

Medium humanoid (human), neutral good, 2nd-level wizard, #ForTheLoveOfJones
Armor Class 12 (Dexterity)
Hit Points 14 (8 + 1d6+2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	15 (+2)	16 (+3)	13 (+1)	9 (-1)

Saving Throws Int +5, **Wis** +3
Skills Arcana +5, Investigation +5, Insight +3
Senses passive Perception 11
Languages Common, one more
Arcane Recovery (see wizard description).
Evocation Savant (see wizard description).
Sculpt Spells (see wizard description).
Spellcasting. You are a 2nd-level spellcaster. Your spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks).
Cantrips (at will): *light, prestidigitation, ray of frost*
You have the following wizard spells prepared:
1st level (3 spell slots): *detect magic, grease, thunderwave*
You regain all expended spell slots when you finish a long rest.

Actions

Staff. **Melee** Weapon Attack: +2 to hit, reach 5 ft., one creature; Hit: 3 (1d6) bludgeoning damage.
Light Crossbow. **Ranged** Weapon Attack: +4 to hit, range 80/320 ft., one target; Hit: 4 (1d8) piercing damage.

Wyatt

Medium humanoid (human), lawful good, 2nd-level paladin, #Play4Wyatt, #WyattNPC
Armor Class 19 (chain mail + shield)
Hit Points 20 (12 + 1d10+2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	14 (+2)	8 (-1)	11 (+0)	13 (+1)

Saving Throws Wis +2, **Cha** +3
Skills Insight +2, Persuasion +3, Medicine +2
Senses passive Perception 10
Languages Common, one more
Divine Sense (see paladin description).
Lay on Hands (see paladin description).
Defensive Fighter (already reflected in the stat block above).
Divine Smite. When you hit a creature with a melee weapon attack, you can expend one spell slot to deal radiant damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8. The damage increases by 1d8 if the target is an undead or a fiend.
Spellcasting. You are a 2nd-level spellcaster. Your spellcasting ability is Charisma (spell save DC 11, +3 to hit with spell attacks).
You know the following paladin spells:
1st level (2 spell slots): *bless, shield of faith*
You regain all expended spell slots when you finish a long rest.

Actions

Longsword. **Melee** Weapon Attack: +5 to hit, reach 5 ft., one creature; Hit: 7 (1d8+3) slashing damage.
Javelin. **Ranged** Weapon Attack: +5 to hit, range 30/120 ft., one target; Hit: 6 (1d6+3) piercing damage.

Joshua

Medium humanoid (half-elf), chaotic good, 1st-level bard/1st-level cleric
Armor Class 17 (half plate + shield)
Hit Points 16 (9 + 1d8+2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	8 (-1)	15 (+2)	14 (+2)

Saving Throws Dex +2, **Wis** +5, **Cha** +4
Skills Intimidation +4, Insight +4, Animal Handling +4, Medicine +4, Persuasion +4, Survival +4.
Senses darkvision 60 ft., passive Perception 12
Languages Common, Elvish, one more
Inspiration (see bard description).
Flaming Ward (see cleric description).
Spellcasting. You are a 1st-level spellcaster. Your spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks).
Cantrips (at will): *guidance, light, mage hand, sacred flame, thaumaturgy, vicious mockery*
You have the following cleric spells prepared:
1st level: *burning hands, detect magic, cure wounds*
In addition, you know the following bard spells:
1st level: *hideous laughter, sleep*

Actions

Multiattack. You make one attack with your morningstar and one attack with your handaxe.
Morningstar. **Melee** Weapon Attack: +3 to hit, reach 5 ft., one creature; Hit: 12 (2d8 + 3) piercing damage.
Handaxe. *Off-hand* **Melee** or **Ranged** Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one target; Hit: 3 (1d6) slashing damage.

Yera

Medium humanoid (half-elf), neutral good, 2nd-level ranger
Armor Class 16 (breast plate)
Hit Points 18 (11 + 1d10+1)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	13 (+1)	10 (+0)	12 (+1)	8 (-1)

Saving Throws Str +4, **Dex** +5
Skills Animal Handling +3, Nature +3, Perception +3, Survival +3.
Senses darkvision 60 ft., passive Perception 11
Languages Common, Elvish, one more
Dueler. When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon (already reflected in the statistics below).
Favored Enemy (see ranger description).
Natural Explorer (see ranger description).
Spellcasting. You are a 2nd-level spellcaster. Your spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks).
You know the following ranger spells:
1st level (3 spell slots): *goodberry, hunter's mark*
You regain all expended spell slots when you finish a long rest.

Actions

Short Sword. **Melee** Weapon Attack: +5 to hit, reach 5 ft., one creature; Hit: 8 (1d6+3+2) slashing damage.
Shortbow. **Ranged** Weapon Attack: +5 to hit, range 80/320 ft., one target; Hit: 7 (1d8+3) piercing damage.

USING THE INDEX

The *Mini-Dungeon Tome* is an all-purpose tool, allowing GMs to fill in the gaps in their adventures or string dungeons together to create all-new adventures. However, there is no guarantee that every GM will have access to every statblock used in this tome. That's why we included the following creature, hazard, NPC, and trap statblocks. They serve as an easy reference, a reminder, or to an experienced GM, as a replacement for the full game rules surrounding these challenges.

Reading the Statblock: The legend details each icon. Each statblock only contains the bare minimum of information to use that challenge. The statblock also shows page numbers, where that challenge appears in this *Tome.*

Legend

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TRAPS & HAZARDS

Collapsing Roof mechanical 10 WIS (Perception) 15 DEX (thieves' tools) 4d10b (half DC 15 DEX) 16, 78, 92, 104, 112, 114, 118, 122, 136, 142, 144, 172, 182, 202, 274

Crushing Spheres mechanical and magical 15 WIS (Perception) or 15 INT (Investigation) *symbol of fear*, DC 15 WIS resists, plus 5-foot-diameter spheres of solid stone deals 2d10b (DC 15 DEX avoids) once per round for 4 roiunds 44, 276

Falling Net mechanical 15 WIS (Perception) or 10 15 DEX (thieves' tools) 10-ft-sq. area traped under net, DC 10 STR or knocked prone. DC 10 STR to free. 144, 274

Fire-Breathing Statue magic 15 WIS (Perception) 15 Intelligence (Investigation) 30-foot cone of fire, 4d10f (half DC 13 DEX) 16, 28, 118, 166, 184, 202, 274

Flaming Vortex Trap magic 21 INT (Arcana) *dispel magic* (DC 19) 30-foot burst of fire, 10d6f (half DC 17 DEX) 254, 274

Frost Crickets, see full statistics on page 289 133

Gas Trap magic 15 WIS (Perception) 16 DEX (thieves' tools) gas fills a 40-ft. radius that causes unconsciousness; DC 14 CON save avoids 14, 274

Hidden Pit mechanical 10 WIS (Perception) fall into a 10-foot-deep pit 22, 24, 44, 82

Locking Pit Trap mechanical 10 WIS (Perception) fall into a 10-foot-deep pit; a cover slams into place over the pit 8, 100, 136, 138, 154, 164, 170, 200, 216, 274

Mindfire *contagion* The creature's mind becomes feverish. The creature has disadvantage on Intelligence checks and Intelligence saving throws, and the creature behaves as if under the effects of the confusion spell during combat. 38, 274

Paralytic Fleas, see full statistics on page 289 133

Poison Darts mechanical 15 WIS (Perception) 15 INT (Investigation) 4 darts, +8 ranged attack, deals 2 piercing damage and 2d10 poison (half DC 15 CON) 8, 12, 22, 24, 56, 64, 104, 136, 138, 144, 156, 172, 192, 238, 274

Poison Needle mechanical 20 INT (Investigation) 15 DEX (thieves' tools) needle deals 1 piercing damage and 2d10 poison, must save (DC 15 CON) or be poisoned for 1 hour 8, 114, 120, 122, 138, 190, 274

Poison Spiked Locking Pit mechanical 10 WIS (Perception) fall into a 10-foot-deep pit, take 2d10p, 2d10 poison (half DC 15 CON); a cover slams into place over the pit 216, 274

Rolling Sphere mechanical 15 WIS (Perception) or 15 INT (Investigation) 10-foot-diameter sphere of solid stone deals 10d10b (DC 15 DEX avoids) 22, 44, 118, 144, 274

Sewer Plague disease DC 11 CON or become infected after 1d4 days (fatigue, cramps), one level of exhaustion, half hit poins from spending Hit Dice, no hit points from finishing a long rest. 30, 40, 50, 54, 274

Simple Pit Trap mechanical 10 WIS (Perception) fall into a 10-foot-deep pit 274

Spiked Pit Trap mechanical 10 WIS (Perception) fall into a 10-foot-deep pit, 2d10p 30, 42, 58, 94, 120, 164, 172, 200, 218, 274

Spiked Locking Pit Trap mechanical 10 WIS (Perception) fall into a 10-foot-deep pit, take 2d10p; a cover slams into place over the pit 8, 136, 138, 164, 200, 216, 274

Aboleth 17 135 10ft; swim 40ft amphibious, mucus cloud, probing telepathy multiattack (3 tentacles) tentacle +9; 10ft; 2d6+5p, DC 14 CON or become diseased tail +9; 10ft; 3d6+5b enslave (3/day) detect, tail swipe, psychic drain Chg10 166, 220, 238, 276

Acolyte 10 9 30ft spellcasting (*bless, cure wounds, light, sacred flame, sanctuary, thaumaturgy*) club +2; 1d4b Chg1/4 14, 28

Air Elemental 15 90 0ft; fly 90ft air form multiattack (2 slams) slam +8; 2d8+5b whirlwind (recharge 5-6) Chg5 120, 130, 141, 209, 235, 261

Alchemist Wizard 12 38 30ft spellcasting (*acid splash, blindness/deafness, color spray, floating disk, gaseous form, grease, hold person, hypnotic pattern, light, mage armor, mage hand, mending, sleep, slow, web*) dagger +5; 5ft or range 20/60ft; 1d4+2p Chg2 16

Al-Aeshma Genie 17 172 30ft; fly 90ft air hatred, bound, elemental demise, ill wind, innate spellcasting (*creation, destroy food and water, detect evil and good, detect magic, gaseous form, insect plague, invisibility, major image, thunderwave, tongues, wind walk*), regeneration multiattack (3 scimitar) scimitar +9; 2d6+5s, +1d6n dust devil Chg9 192

Androsphinx 17 199 40ft; fly 60ft inscrutable, magic weapons, spellcasting (*acid splash, blindness/deafness, color spray, floating disk, gaseous form, grease, hold person, hypnotic pattern, light, mage armor, mage hand, mending, sleep, slow, web*) multiattack (2 claws) claw +12; 2d10+6s roar (3/day) first roar second roar third roar claw attack, teleport, cast a spell Chg17 216, 230

Angler Worm 14 133 20ft; climb 20ft spider climb, keen touch, transparent trap multiattack (1 bite, plus coils) bite +4; 2d6+2, +1d6a coils +4; 10ft; 3d8a plus grappled (escape DC 12) ethereal lure (recharge 4-6) Chg4 52

Animated Armor 18 33 25ft antimagic susceptibility, false appearance multiattack (2 slams) slam +4; 1d6+2b Chg1 16, 22, 40, 42, 84, 266

Ankheg 14 39 30ft; burrow 10ft bite +5; 2d6+3b, +1d6a, grappled if the target is Large or smaller acid spray (recharge 6) Chg2 58

Anubian 13 44 30ft sand step, vulnerability to water multiattack (2 claws) claw +5; 1d6+3a haboob (1/day) Chg2 192

Ant, Giant 14 52 40ft keen smell multiattack (1 bite, 1 sting) bite +4; 1d8+2b, grappled (escape DC 12) sting +4; 1d8+2b, 22 (11, DC 12 CON) poison Chg2 120

Ape, Giant 12 157 40ft; climb 40ft multiattack (2 fists) fist +9; 10ft; 3d10+6b rock +9; range 50/100ft; 7d6+6b Chg7 248

Archmage 12 99 30ft magic resistance, spellcasting (*banishment, cone of cold, counterspell, detect magic, detect thoughts, disguise self, fire bolt, fire shield, fly, globe of invulnerability , identify, invisibility, light, lightning bolt , mage armor*, mage hand, magic missile , mind blank* , mirror image, misty step , prestidigitation, scrying, shocking grasp , stoneskin* , teleport , time stop , wall of force*) dagger +6; 5ft or range 20/60ft; 1d4+2p Chg12 26, 84, 178, 184, 212, 220, 222, 226, 232

Assassin 15 78 30ft assassinate, evasion, sneak attack multiattack (2 shortswords) shortsword +6; 1d6+3p, 7d6 (DC 15 CON) poison crossbow +6; range 80/320ft; 7 piercing, 24 (12, DC 15 CON) poison Chg8 112, 118, 120, 168, 202, 220, 232

Awakened Shrub 9 10 20ft false appearance rake +1; 1d4-1s Chg0 42, 94, 248

Awakened Tree 13 59 20ft false appearance slam +6; 10ft; 3d6+4b Chg2 70, 94, 246

Azza 14 7 10ft; fly 40ft contagious lightning lightning jolt ride the bolt Chg1/4 248

Balor 19 262 40; fly 80ft death throes, fire aura, magic resistance, magic weapons multiattack (1 longsword, 1 whip) longsword +14; 10ft; 3d8+8s, 3d6L whip +14; 30ft; 2d6+8, 3d6f, DC 20 STR or pulled teleport Chg19 244, 246

Bandit 12 11 30ft scimitar +3; 1d6+1s crossbow +3 range 80/320ft; 1d8+1p Chg1/8 10, 18, 28, 104, 110, 222, 232, 248

Bandit Captain 15 65 30ft multiattack (2 scimitar, 1 melee dagger; or 2 ranged daggers) scimitar +5; 1d6+3s dagger +5; 5ft or range 20/60ft; 1d4+2p Chg2 10, 28, 222, 232

Barbed Devil 15 110 30ft barbed hide, devil's sight, magic resistance multiattack (1 tail, 2 claws) claw +6; 1d6+3p tail +6; 2d6+3p hurl flame +5; range 150ft; 3d6f Chg5 78, 246

Basilisk 15 52 20ft petrifying gaze bite +5; 2d6+3p, 2d6 poison Chg3 50, 134

Bat, Giant 13 22 10ft; fly 60ft echolocation, keen hearing bite +4; 1d6+2p Chg1/4 26

Beli 15 45 30ft; fly 30ft arctic hunter, cold regeneration, flyby, innate spellcasting (*chill touch, invisibility*) ice dagger +5; 1d4+3p, +1d4c icy shortbow +5; range 80/320ft;1d4+3p, +1d4c, DC 13 CON or 2 levels of exhaustion Chg2 132

Berserker 13 67 30ft reckless greataxe +5; 1d12+3s Chg2 24, 44, 60, 68, 174, 206

Berserker, "Gnarltooth" 15 77 30ft reckless saber +5; 1d8+3s pistol +9; range 30/120ft; 1d12p Chg3 60

Black Pudding 7 85 20ft; climb 20ft amorphous, corrosive form, spider climb pseudopod +5; 1d6+3b, 3d8a, plus dissolve armor Chg4 28, 80, 100, 122, 144, 204, 218

Blink Dog 13 22 40ft keen hearing and smell bite +3; 1d6+1p teleport (recharge 4-6) Chg1/4 42

Boar, Giant 12 42 40ft charge, relentless tusk +5; 2d6s Chg2 266

Bone Collective 17 120 30ft hive mind, innate spellcasting (animate dead, chill touch) multiattack (1 claw, 1 bite or swarm) bite +8; 4d12+5p, DC 16 CON or poison claw +8; 3d12+5s swarm +8; 0ft; 8d12+5p, or 4d12+5p if half hit points Chg8 228, 246

Legend

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Bone Devil 19 142 40ft; fly 40ft devil's sight, magic resistance multiattack (2 claws, 1 sting) claw +8; 10ft; 1d8+4s sting +8; 10ft; 2d8+4, +5d6 poison, DC 14 CON to avoid poison for 1 minute Chg 9 88, 194, 220, 230, 246

Bonepowder Ghoul 18 195 30ft amorphous, coalesce, turning defiance, innate spellcasting (blindness/deafness, chill touch, circle of death, darkness, dispel magic, finger of death, ray of enfeeblement) bite +9; 3d8+5p, 1d4 STR, DC 17 CON or paralyzed and diseased gravedust whirlwind (recharge 5-6) Chg 12 228

Bugbear 16 27 30ft brute, surprise attack morningstar +4; 2d8+2b javelin +4; reach 5ft or range 30/120ft; 2d6+2p or 1d6+2p Chg 1 8, 10, 22, 40, 142

Bukavac 16 199 40ft; swim 20ft hold breath, hop multiattack (4 claw; or 2 claw, 1 bite; or 2 claw, 1 gore; or 1 bite, 1 gore) bite +9; 10ft; 3d10+5p claw +9; 1d12+5s, grapple (escape DC 15) gore +9; 10ft; 3d10+5p croaking blast (recharge 5-6) Chg 9 246

Bulette 17 94 40ft; burrow 40ft standing leap bite +7; 4d12+4p deadly leap Chg 5 212, 248

Cactid 14 76 5ft hail of needles (1/day) multiattack (2 tendrils, Reel) tendril +5; 15ft; 2d6+3b, 1d6p, plus grapple (escape DC 13) reel Chg 3 204

Cavelight Moss 15 95 5ft; climb 5ft luminescence tendrils +9; 10ft; 4d12+7b, plus grappled (escape DC 17) STR drain Chg 4 204

Centipede, Giant 13 4 30ft; climb 30ft bite +4; 1d4+2p, DC 11 CON or 3d6 poison Chg 1/4 20

Chain Devil 16 85 30ft devil's sight, magic resistance multiattack (2 chains) chain +8; 10ft; 2d6+4s, grappled (escape DC 14) animate chains Chg 8 144, 218, 244, 246

Chelicerae 16 153 40ft; climb 30ft magic resistance, spellcasting (*acid splash, animate dead, burning hands, detect magic, expeditious retreat, haste, hold person, invisibility, lightning bolt, mage hand, minor illusion, phantasmal killer, ray of sickness, scorching ray, true strike*), siphon spell slots, spider climb multiattack (1 bite, 2 claws) bite +9; 10ft; 2d10+6p, plus grappled (escape DC 16), DC 16 CON or become poisoned claw +9; 10ft; 2d8+6s Chg 7 218

Child of the Briar 13 50 20ft; climb 10ft fey blood multiattack (2 claws, grappled if both hit) claw +5, 5ft; 1d6+3p spitdart tongue (recharge 4-6) entangle thorny grapple Chg 1 48,248

Chimera 14 114 30ft; fly 60ft multiattack (1 bite, 1 horns, 1 claws) bite +7; 2d6+4p horns +7; 1d12+4 claws +7; 2d6+4s fire breath (recharge5-6) Chg 6 260

City Watch Captain 17 91 30ft tactical insight multiattack (2 rapier, 1 dagger; or 1 disarm, 1 rapier, 1 dagger) rapier +5; 1d6+3p dagger +5; 5ft or range 20/60ft; 1d4+2p crossbow +5; range 80/320ft; 1d8+3p disarming attack +5; DC 13 STR or drop one item orders to attack (1/day) Chg 4 66

Cloaker 14 76 10ft; fly 40ft damage transfer, false appearance, light sensitivity multiattack (1 bite and 1 tail) bite +6; 2d6+3p, plus attach tail +6; 10ft; 1d8+3s moan phantasms Chg 8 156, 160

Clockwork Abomination 16 76 30ft; climb 30ft additional legs, piston reach, immutable form, infernal power source multiattack (1 bite, 1 slam) bite +9; 10ft; 2d8+6p slam +9; 15ft; 2d6+6b breath weapon (recharge 5-6) Chg 5 234, 266

Clockwork Hound 12 71 50ft immutable form, magic resistance, diligent tracker bite +5; 2d10+5p tripping tongue +5; 15ft; 1d8+5s, DC 13 STR or knocked prone explosive core Chg 2 266

Clockwork Huntsman 14 110 40ft immutable form, magic resistance longsword +5; 1d8+3s slam +5; 1d6+3b net cannon6 +4; range 5/15ft; restrained explosive core Chg 3 170, 266

Clockwork Myrmidon 16 153 30ft immutable form, magic resistance multiattack (2 picks, 2 slams; or 1 of each) heavy pick +8, 10ft; 2d8+5p slam +8; 10ft; 1d12+5b alchemical flame jet (recharge 5-6) grease spray (recharge 5-6) alchemical fireball Chg 6 240, 266

Clockwork Watchman 14 55 30ft immutable form, magic resistance halberd+4; 10ft; 1d10+2s slam +4; 1d6+2b net cannon +3 range 5/15ft; one target, size Large or smaller; restrained Chg 1/2 240, 266

Cloud Giant 14 200 40ft keen smell, innate spellcasting (*control weather, detect magic, feather fall, fly, fog cloud, gaseous form, light, misty step, telekinesis*) multiattack (2 morningstar) morningstar +12; 10ft; 3d8+8p rock +12; range 60/240ft; 4d10+8b Chg 9 260, 262

Commoner 10 4 30ft club +2; 1d4b Chg 0 42, 66, 68, 112, 168, 182, 196, 236

Coralant 16 138 30ft; swim 40ft amphibious, false appearance, siege monster multiattack (2 slam) slam +10; 3d6+6b rock +10; range 60/180ft; 4d10+6b animate trees (1/day) Chg 9 166

Corpse Mound 16 207 30ft absorb the dead, noxious aura, zombie drop multiattack (2 slams) slam +11; 2d10+7b, 3d6n, plus grappled (escape DC 17) bone shard +11; range 30/120ft; 2d6+7p, 3d6n, DC 17 STR or knocked prone envelop Chg 11 220, 228

Corrupting Ooze 12 115 20ft; swim 30ft corrupting touch, strong swimmer slam +6; 2d8+3b, 1d6a, plus grappled (escape DC 13) Chg 5 130, 204, 238

Couatl 19 97 30ft; fly 90ft innate spellcasting (*detect evil and good, detect magic, detect thoughts , bless, create food and water, cure wounds, lesser restoration, protection from poison, sanctuary, shield , dream, greater restoration, scrying*) bite +8; 1d6+5p, plus DC 13 CON or poisoned for 24 hours constrict +6; 10ft; 2d6+3b, plus grappled (escape DC 15) change shape Chg 4 78, 120

Crocodile, Giant 14 85 30ft; swim 50ft hold breath multiattack (1 bite, 1 tail) bite +8; 3d10+5p, plus grappled (escape DC 16) tail +8; 10ft; 2d8+5b Chg 5 114, 210

Cult Fanatic 13 33 30ft dark devotion, spellcasting (*command, hold person, inflict wounds, light, sacred flame, shield of faith, spiritual weapon, thaumaturgy*) multiattack (2 melee daggers) dagger +4; 5ft or range 20/60ft; 1d4+2 Chg 2 24, 28, 44, 84, 172, 200, 220, 236

Legend

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Cult Leader 14 117 30ft key of prophecy, innate spellcasting (*banishment, cure wounds, death ward, dispel magic, flame strike, guardian of faith, guidance, guiding bolt, identify, lesser restoration, light, mass healing word, sacred flame, silence, spare the dying, spirit guardians, spiritual weapon, thaumaturgy*) multiattack (1 mace, 1 cantrip) mace +3; 1d6b esoteric vengeance Chg 8 24, 116, 146, 192, 218, 232, 236, 238

Cult Sorcerer 12 33 30ft dark devotion, spellcasting (*charm person, darkness, light, magic missile, prestidigitation, ray of frost, scorching ray, shield*) dagger +4; 5ft or range 20/60ft; 1d4+2p Chg 2 16, 116, 204

Cultist 12 9 30ft dark devotion scimitar +3; 1d6+1s Chg 1/8 24, 88, 115, 148, 172, 180, 232, 236, 242

Darakhul Ghoul 16 78 30ft master of disguise, stench, sunlight sensitivity, turning defiance multiattack (1 bite, 1 claw, 1 war pick) bite+5; 2d8+3p, DC 11 CON or disease claw +5; 2d6+3s, DC 12 CON or paralyzed for 1 minute war pick +5; 1d8+3p Chg 4 162, 228, 278, 282

Darkmantle 11 22 10ft; fly 30ft echolocation, false appearance crush +5; 1d6+3b darkness aura (1/day) Chg 1/2 22

Deathcap Myconid 15 90 20ft distress spores, sun sickness multiattack (deathcap spores or slumber spores, 1 fist) fist +3; 4d4+1b, 4d4 poison deathcap spores (3/day) slumber spores (3/day) Chg 4 148

Deathwisp 15 82 0ft; fly 60ft flicker, incorporeal movement, sunlight sensitivity, unnatural aura life drain +8; 7d8+5n, DC 15 CON or hit point reduction create deathwisp Chg 7 204

Deep One 13 91 30ft; swim 30ft amphibious, frenzied rage, lightless depths, ocean change claws +5; 2d8+3s Chg 2 180, 238, 248

Deep One Archimandrite 15 153 40ft; swim 40ft amphibious, frenzied rage, innate spellcasting (*bless, chain lightning, charm person, con of cold, ice storm, lightning bolt, revivify, sacred flame, sanctuary, shatter, shocking grasp, suggestion*), lightless depths, voice of the archimandrite multiattack (1 claw, 1 unholy trident) claw +8; 2d8+5s unholy trident +8; 10ft; 2d8+5p, 2d12n Chg 8 238, 248

Deep One Hybrid 14 120 30ft; swim 30ft amphibious, frenzied rage, innate spellcasting (*ice storm, inflict wounds, sacred flame, sanctuary, shatter, shocking grasp, sleep*), lightless depths, ocean change, voice of the deeps claws +6; 2d6+4s Chg 4 180

Demon Lord of Bats and Fire 19 537 30ft; climb 30ft; fly 80ft shapechanger, echolocation, keen hearing, gift of vampirism, heat mantle, innate spellcasting (*darkness, detect evil and good, dispel magic, earthquake, haste, plane shift, shapechange, symbol, telekinesis, teleport*), magic resistance, summon bats (1/day), summon demons (1/day) multiattack (1 bite, 2 claw) bite +17; 8d6+10p, 2d6f, DC 22 CON or 1d4 STR claw +17; 10ft; 6d6+10s, 2d6f, DC 22 CON, or 1d4 STR fire breath (recharge 5-6) detect wing attack Chg 22 252

Deva 17 136 30ft; fly 90ft angelic weapons, innate spellcasting (*commune, detect evil and good, raise dead*), magic resistance multiattack (2 mace) mace +8; 1d6+7b, 4d8r healing touch (3/day) change shape Chg 10 194, 232

Devilbound Gnomish Prince 12 104 25ft banishing word (1/day), infernal blessing, infernal tie, innate spellcasting (*create undead, detect magic, false life, forcecage, mage armor, power word stun*), magic resistance, spellcasting (*banishment, chill touch, command, contact other plane, counterspell, dimension door, eldritch blast, fireball, fly, flame strike, hallow, hex, hold monster, invisibility, minor illusion, prestidigitation scorching ray, scrying, wall of fire, witch bolt*) dagger +6; 5ft or range 20/60ft; 1d4+2p Chg 9 220

Dinosaur, Plesiosaurus 13 68 20ft; swim 40ft hold breath bite +6; 10ft; 3d6+4p Chg 2 60

Dire Wolf 14 37 50ft keen hearing and smell bite +5; 2d6+3p, DC 13 STR or knocked prone Chg 1 130

Doppleganger 14 52 30ft shapechanger, ambusher, surprise attack multiattack (2 slam) slam +6; 1d6+4b read thoughts Chg 3 62, 75, 102, 184

Dragon, Black, Ancient 22 367 40ft; fly 60ft; swim 40ft ambitious, legendary resistance (3/day) multiattack (frightful presence, 1 bite, 2 claws) bite +15; 15ft; 2d10+8p claw +15; 10ft; 2d6+8s tail +15; 20ft; 2d8+8b frightful presence acid breath (recharge 5-6) detect, tail attack, wing attack Chg 22 252,25

Dragon, Black, Wyrmling 17 33 30ft; fly 60ft; swim 30ft amphibious bite +4; 10ft; 1d10+2p acid breath (recharge 5-6) Chg 2 20, 22, 42

Dragon, Black, Young 18 127 40ft; fly 80ft; swim 40ft amphibious multiattack (1 bite, 2 claws) bite +7; 10ft; 2d10+4p, 1d8a claw +7; 2d6+4s acid breath (recharge 5-6) Chg 7 104, 212

Dragon, Blue, Adult 19 225 40ft; burrow 30ft; fly 60ft legendary resistance (3/day) multiattack (frightful presence, 1 bite, 2 claws) bite +12; 10ft; 2d10+7s, 1d10L claw +12; 2d6+7p tail +12; 15ft; 2d8+7b frightful presence lightning breath (recharge 5-6) detect, tail attack, wing attack Chg 16 208

Dragon, Blue, Ancient 22 481 40ft; burrow, 40ft; fly 80ft; legendary resistance (3/day) multiattack (frightful presence, 1 bite, 2 claws) bite +16; 15ft; 2d10+9p, 2d10L claw +15; 10ft; 2d6+9s tail +16; 20ft; 2d8+9b frightful presence lightning breath (recharge 5-6) detect, tail attack, wing attack Chg 23 254

Dragon, Blue, Young 18 152 40ft; burrow 20ft; fly 80ft multiattack (1 bite, 2 claws) bite +9; 10ft; 2d10+5p, 1d10L claw +9; 2d6+5s lightning breath (recharge 5-6) Chg 9 200

Dragon, Brass, Adult 18 172 40ft; burrow 30ft; fly 80ft legendary resistance (3/day) multiattack (frightful presence, 1 bite, 2 claws) bite +11; 10ft; 2d10+6p claw +11; 2d6+6s tail +12; 15ft; 2d8+6b frightful presence breath weapons (recharge 5-6); fire or sleep detect, tail attack, wing attack Chg 13 208

Dragon, Brass, Young 17 110 40ft; burrow 20ft; fly 80ft multiattack (1 bite, 2 claws) bite +7; 10ft; 2d10+4p claw +7; 2d6+4s breath weapons (recharge 5-6); fire or sleep Chg 6 192, 248

Dragon, Copper, Adult 18 184 40ft; climb 40ft; fly 80ft legendary resistance (3/day) multiattack (frightful presence, 1 bite, 2 claws) bite +11; 10ft; 2d10+6p claw +11; 2d6+6s tail +12; 15ft; 2d8+6b frightful presence breath weapons (recharge 5-6); acid or slow detect, tail attack, wing attack Chg 14 208, 222

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Dragon, Flame, Young 18 161 40ft; climb 40ft; fly 80ft fire incarnate multiattack (1 bite, 2 claws) bite +6; 10ft; 2d10+2p,1d6f claw +6; 9 slashing fire breath (recharge 5-6) Chg 9 128

Dragon, Gold, Young 18 178 40ft; fly 80ft; swim 40ft amphibious multiattack (1 bite, 2 claws) bite +10; 10ft; 2d10+6p claw +10; 2d6+6s breath weapons (recharge 5-6); fire; weakening Chg 10 260

Dragon, Green, Wyrmling 17 38 30ft; fly 60ft; swim 30ft amphibious bite +4; 1d10+2p, 1d6 poison poison breath (recharge 5-6) Chg 2 42

Dragon, Mithral, Ancient 20 297 40ft; fly 80ft legendary resistance (3/day), innate spellcasting (*enhance ability, tongues*), mithral shards, spellcasting (*light, mage hand, blur, haste, stoneskin, polymorph, forcecage, protection from energy, guards and wards, see invisibility, lightning bolt, dimension door, antimagic field, acid splash, magic missile, teleportation circle, hold person, charm person, wall of fire, expeditious retreat, minor illusion, prestidigitation, unseen servant*) multiattack (1 bite, 2 claws) bite +15; 15ft; 2d12+9p claw +15; 10ft; 2d8+9s, 5 bleed for 6 rounds tail +15; 20ft; 2d10+9b frightful presence breath weapon (recharge 5-6) detect, tail attack, wing attack Chg 18 244

Dragon, Mithral, Young 16 92 50ft; fly 60ft innate spellcasting (*enhance ability, tongues*) multiattack (1 bite, 2 claws) bite +6; 10ft; 2d6+3p claw +6; 2d10+3s, 3 bleed for 6 rounds breath weapon (recharge 5-6) Chg 9 234

Dragon, Red, Adult 19 256 40ft; climb 40ft; fly 80ft legendary resistance (3/day) multiattack (frightful presence, 1 bite, 2 claws) bite +14; 10ft; 2d10+8p, 2d6f claw +14; 2d6+8s tail +14; 15ft; 2d8+8b frightful presence fire breath (recharge 5-6) Chg 17 222

Dragon, Red, Wyrmling 17 75 30ft; climb 30ft; fly 60ft bite +6; 1d10+4p, 1d6f fire breath (recharge 5-6) Chg 4 104

Dragon, Void, Adult 19 229 40ft; fly 80ft chill of the void, legendary resistance (3/day), void dweller multiattack (aura of madness, 1 bite, 2 claws) bite +12; 10ft; 2d10+7p, 2d6c claw +12; 2d6+7s, 1d6c tail +12; 15ft; 2d8+7b teleport detect, tail attack, wing attack Chg 16 208, 212, 232, 240

Dragon, Void, Ancient 22 448 40ft; fly 80ft chill of the void, collapsing star, legendary resistance (3/day), void dweller multiattack (aura of madness, 1 bite, 2 claws) bite +16; 15ft; 2d10+9p, 4d6c claw +16; 10ft; 2d6+9s, 2d6c tail +16; 20ft; 2d8+9b breath weapons (recharge 5-6; gravitic breath, stellar flare breath) teleport void twist detect tail attack void slip void cache Chg 24 252

Dragon, Void, Young 18 157 40ft; fly 80ft chill of the void, void dweller multiattack (1 bite, 2 claws) bite +9; 10ft; 2d10+5p, 1d6c claw +9; 2d6+5s aura of madness breath weapons (recharge 5-6); gravitic, stellar flare Chg 9 240

Dragon, White, Adult 18 200 40ft; burrow 30ft; fly 80ft; swim 40ft ice walk, legendary resistance (3/day) multiattack (frightful presence, 1 bite, 2 claws) bite +11; 10ft; 2d10+6p, 1d8c claw +11; 2d6+6s tail +12; 15ft; 2d8+6b frightful presence cold breath (recharge 5-6) detect, tail attack, wing attack Chg 13 208

Dragon, White, Young 17 133 40ft; burrow 20ft; fly 80ft; swim 40ft ice walk multiattack (1 bite, 2 claws) bite +7; 10ft; 2d10+4p, 1d8c claw +7; 2d6+4s cold breath (recharge 5-6) Chg 6 130, 260

Dragon, Wind, Young 17 150 40ft; fly 90ft fog vision, innate spellcasting (*feather fall*), uncontrollable multiattack (1 bite, 2 claws) bite +8; 10ft; 2d10+5p claw +8; 2d6+5s breath of gales (recharge 5-6) Chg 9 234

Drake, Shadow, Elder 16 114 20ft; fly 60ft shadow blend, shadow jump (3/day), speed surge (3/day) multiattack (1 bite, 1 tail slap) bite +9; 10ft; 3d10+6p tail slap +9; 10ft; 3d8+6b stygian breath (recharge 5-6) Chg 7 146

Drake, Star 19 189 40ft; fly 100ft legendary resistance (2/day), magic resistance, magic weapons, innate spellcasting (*faerie fire, gate, moonbeam, planar binding, plane shift*) multiattack (1 bite, 2 claw) bite +10; 10ft; 2d10+5p claw +10; 3d6+5s breath weapon (recharge 5-6) nimbus of stars searing star (1/day) bite attack nova (2 actions) pale sparks Chg 15 240

Dream Eater 15 75 30ft; fly 20ft innate spellcasting (*command, suggestion*), shapechanger multiattack (1 bite, 1 claw) bite +7; 2d8+2p plus grappled (escape DC 12) claw +7; 4d10+2s dream eater's caress lotus scent (recharge 6) waking dreams (1/day) Chg 5 66

Dretch 11 18 20ft multiattack (1 bite, 1 claw) bite +2; 1d6p claw +2; 2d4s fetid cloud (1/day) Chg 1/4 78

Drider 19 123 30ft; climb 30ft fey ancestry, innate spellcasting (*dancing lights, darkness, faerie fire*), spider climb, web walker multiattack (3 longsword; or 3 longbow; may sub 1 bite) bite +6; 1d4p, 9 poison longsword +6; 1d8+3s longbow +6; range 150/600ft; 1d8+3p, 4 poison Chg 6 106, 192, 218

Druid 11 27 30ft spellcasting (*animal messenger, barkskin, druidcraft; entangle, longstrider, produce flame, shillelagh, speak with animals, thunderwave*) quarterstaff +2 (+4 with *shillelagh*); 1d6b (1d8 with *shillelagh*) Chg 2 12, 42, 46, 52, 60, 122, 232

Dryad 11 22 30ft innate spellcasting (*barkskin, druidcraft; entangle, goodberry, pass without trace, shillelagh*), magic resistance, speak with beasts and plants, tree stride club +2 (+4 with *shillelagh*); 1d4b (1d8+4 with *shillelagh*) fey charm Chg 1 46, 52, 70, 196, 204

Duergar 16 26 25ft duergar resilience, sunlight sensitivity enlarge war pick +4; 1d8+2p (2d8+2p when enlarged) javelin +4; 5ft or range 30/120ft; 1d6+2p (2d6+2p while enlarged) invisibility Chg 1 118, 148,, 212, 240

Dust Mephit 12 17 30ft; fly 30ft death burst, innate spellcasting (*sleep*) claws +4; 1d4+2s blinding breath (recharge 6) Chg 1/2 260, 268

Duskthorn Dryad 17 77 30ft innate spellcasting (*barkskin, charm person, counterspell, dancing lights, dispel magic, druidcraft; fog cloud, invisibility, magic missile, shillelagh, suggestion, wall of thorns*), magic resistance, speak with beasts and plants, tree stride, tree dependent dagger +7; 5ft or range 20/60ft; 1d4+5p longbow +7; range 150/600ft; 1d8+5p Chg 3 46, 204

Legend

Action | DC to notice Trap | Hit Points | Reaction | Trap Effect
Armor Class | DC to disable or avoid a Trap | Legendary Action | Special Traits | Trap Type
Chg Challenge | | Page(s) | Speed

Earth Elemental 17 126 30ft; burrow 30ft earth glide, siege monster multiattack (2 slams) slam +8; reach 10ft; 2d8+5b Chg5 118, 126, 140, 202, 208, 212, 234, 268

Efreeti 17 200 40ft; fly 60ft elemental demise, innate spellcasting (*conjure elemental, detect magic, enlarge/reduce, gaseous form, invisibility, major image, plane shift; tongues, wall of fire*) multiattack (2 scimitar; or 2 Hurl Flame) scimitar +10; 2d6+6s, 2d6f hurl flame +7; range 120ft; 5d6f Chg11 74, 100, 128, 164, 192, 220, 260

Elder Thing 16 102 30ft; fly 20ft; burrow 10ft amphibious, magic resistance multiattack (3 tentacles) tentacle +6; 1d8+3b, grapple Chg5 38, 82, 148

Elemental Locus 16 290 5ft magic resistance, immortal, massive, spawn elementals, siege monster multiattack (2 slams) slam +15; 15ft; 6d8+9b, DC 23 STR or knocked prone Chg17 232, 238

Encephalon Gorger 13 65 30ft adrenal surge (2/day), combat mobility, mind screen, mindsense, regeneration multiattack (2 claws or mindfeed) claw +5; 2d8+3s, plus grappled mindfeed Chg4 221

Enchantress Shadow Fey 16 123 30ft fey ancestry, innate spellcasting (*misty step*), spellcasting (*animate objects, bane, blade ward, charm person, confusion, conjure fey, dominate person, enthrall, faerie fire, fear, friends, greater invisibility, hold monster, hold person, hypnotic pattern, message, phantasmal killer, vicious mockery*), sunlight sensitivity, traveler in darkness multiattack (2 rapier) rapier +5; 1d8+2p, 5d6 psychic beguiling whispers (recharge 5-6) leadership Chg7 216

Erinyes 18 153 30ft; fly 60ft hellish weapons, magic resistance multiattack (3 attacks) longsword +8; 1d8+4s, 3d8 poison longbow +7; range 150/600ft; 1d8+3p, 3d8 poison, DC 14 CON or poisoned Chg12 184, 220, 230

Ettercap 13 44 30ft; climb 30ft spider climb, web sense, web walker multiattack (1 bite, 1 claw) bite +4; 61d8+2, 1d8 poison (DC 11 CON to avoid poison for 1 minute) claws +4; 7 slashing web (recharge 5-6) Chg2 50, 84, 238

Ettin 12 85 40ft two heads, wakeful multiattack (1 battleaxe, 1 morningstar) battleaxe +7; 2d8+5s morningstar +7; 2d8+5p Chg4 114

Fellforged 15 135 30ft expelled spirit, sunlight sensitivity, unnatural aura multiattack (2 necrotic slam) necrotic slam +5; 2d8+2, 1d8 necrotic, DC 14 CON or hit point reduction violent escapement Chg5 170

Fire Beetle, Giant 13 4 30ft illumination bite +1; 1d4s Chg0 28, 42

Fire Dancer Swarm 15 90 30ft; fly 30ft fire form, illumination, swarm, water susceptibility swarm +8; 0ft; 6d6f (3d6 if half hit points) Chg7 258

Fire Elemental 13 102 50ft fire form, illumination, water susceptibility multiattack (2 touch) touch +6; 2d6+3f, plus ignite Chg5 74, 84, 126, 100, 118, 128, 140, 164, 208, 234, 260

Fire Giant 18 162 30ft multiattack (2 greatsword) greatsword +11; 10ft; 6d6+7s rock +4; 60/240ft; 4d10+7b Chg9 210, 222, 232, 260

Folk of Leng 14 68 30ft innate spellcasting (*comprehend languages, disguise self, dream, etherealness, minor illusion, suggestion*), regeneration, void stare, void sailors entheric harpoon +8; range 30ft; 1d8+6n, DC 13 WIS or grappled (escape DC 13) psychic scimitar +4; 1d6+2s, 1d6 psychic hooked spider net (recharge 5-6) Chg2 106, 280

Frost Giant 15 138 40ft multiattack (2 greataxe) greataxe +9; 10ft; 3d6+12 rock +9; 60/240ft; 4d10+6b Chg8 106

Frostveil 16 67 10ft, fly (varies) chilling acid, freeze, windborne multiattack (3 tendril) tendril +7; 2d8+5b engulf spirit spores (recharge 6) Chg4 130

Gargoyle 15 52 30ft; fly 60ft false appearance multiattack (1 bite, 1 claw) bite +4; 1d6+2p claw +4; 1d6+2s Chg2 68, 160

Gelatinous Cube 6 84 15ft ooze cube, transparent pseudopod +4; 3d6a engulf Chg2 52, 54, 102, 210, 212

Ghast 13 36 30ft stench, turning defiance bite +3; 2d8+3p claws +5; 2d6+3s Chg2 28, 90, 142, 156, 184, 190, 228

Ghost 11 45 fly 40ft ethereal sight; incorporeal movement withering touch +5; 4d6+3n etherealness horrifying visage possession (recharge 6) Chg4 24, 54, 58, 100, 148, 190, 232, 252, 256

Ghost Knight 17 97 30ft charge, mounter warrior, turning defiance multiattack (3 melee) bite +6; 2d6+3p claws +6; 2d4+3s, DC 13 CON or paralyzed battleaxe +6; 1d8+3s, 3d6n lance +6; 10ft; 1d12+3p, 3d6n Chg6 191, 232, 252

Ghostwalk Spider 15 119 50ft; climb 50ft ghostwalk, incorporeal movement, spider climb, web walker multiattack (2 bites; may replace 1 snare) bite +9; 2d10+5p, 3d8 (half DC 15 CON) poison ghostly snare (recharge 5-6) Chg9 146, 218

Ghoul 12 22 30ft bite +2; 2d6+2p claws +4; 2d4+2s Chg2 22, 28, 36, 56, 90, 106, 163, 184, 190, 228, 230, 232, 246

Gibbering Mouther 9 67 10ft; swim 10ft aberrant ground, gibbering multiattack (Blinding Spittle and 1 bite bites +2; 5d6p blinding spittle (recharge 5-6) Chg2 20, 38, 78, 92, 142, 156

Glabrezu 17 157 40ft innate spellcasting (*confusion, darkness, detect magic, dispel magic, fly, power word stun*), magic resistance multiattack (2 pincers, 2 fists; or 2 pincers, 1 spell) pincer +9; 10ft; 2d10+5b, plus grappled (escape DC 15) fist +9; 2d4+2b Chg9 74, 178, 222, 234

Glacial Bear, **see full statistics on page 287** Chg10 174

Gladiator 16 112 30ft brave, brute multiattack (3 melee; or 2 ranged) spear +7; 5ft or range 20/60ft; 2d6+4p or 2d8+4p (if 2 handed) shield bash +7; 2d4+4b, DC 15 STR or knocked prone parry Chg5 144, 204, 236

Goblin 15 7 30ft nimble escape scimitar +4; 1d6+2s shortbow +4; rang 80/230ft; 1d6+2s Chg1/4 6, 10, 20, 38, 40, 42, 58, 80, 160

Legend

Action · Armor Class · Challenge · DC to notice Trap · DC to disable or avoid a Trap · Hit Points · Legendary Action · Page(s) · Reaction · Special Traits · Speed · Trap Effect · Trap Type

Golem, Clay 14 133 20ft acid absorption, berserk, immutable form, magic resistance, magic weapons multiattack (2 slam) slam +8; 2d10+5b plus hit point reduction haste (recharge 5-6) Chg 9 112, 144, 188, 202, 232, 266

Golem, Flesh 9 93 30ft berserk, aversion to fire, immutable form, lightning absorption, magic resistance, magic weapons multiattack (2 slam) slam +7; 2d8+4b Chg 5 112, 136, 144, 158, 188, 202, 252

Golem, Hoard 18 161 40ft strike with awe, immutable form, magic resistance, magic weapons multiattack (2 slam) slam +10; reach 10ft; 6d10+6b thieving whirlwind (recharge 5-6) Chg 12 240

Golem, Iron 20 210 30ft fire absorption, immutable form, magic resistance, magic weapons multiattack (2 melee) slam +13; 3d8+7b sword +13; reach 10ft; 3d10+7s poison breath (recharge 6) 15-ft cone, 45 (22, DC 19 CON) poison damage Chg 16 202, 222, 230, 234, 246, 266

Golem, Salt 17 110 20ft blinding slat spray, immutable form, magic resistance, magic weapons, absorb magic multiattack (2 slam) slam +12; 5d8+5 release spell Chg 10 150, 266

Golem, Smaragdine 17 231 30ft immutable form, magic resistance, magic weapons multiattack (2 slam) slam +9; 4d8+7b, DC 17 CON or exhaustion Chg 10 212, 244, 266

Golem, Steam 18 171 40ft boiler weakness, immutable form, extend long ax, magic resistance, magic weapons multiattack (2 ax arm or 1 long axe) ax arm +13; 4d6+8s long axe +13; 10ft; 5d12+8s steam blast (recharge 5-6) whistle Chg 13 266

Golem, Stone 17 178 30ft immutable form, magic resistance, magic weapons multiattack (2 slam) slam +10; 3d8+6b slow (recharge 5-6) Chg 10 84, 144, 202, 212, 254, 260, 266

Gray Ooze 8 22 10ft; climb 10ft amorphous, corrode metal, false appearance pseudopod +3; 1d6+1b, 2d6a Chg 1/2 20, 42, 80, 82

Gray Thirster 13 39 30ft thirst multiattack (2 claws, 1 withering turban) claw +5; 1d6+3s withering turban +5; 10ft; 1d4+3n plus hit point reduction drought (1/day) Chg 2 228

Green Hag 17 82 30ft amphibious, innate spellcasting (*dancing lights, minor illusion, vicious mockery*), mimicry claws +6; 2d8+4s illusory appearance invisible passage Chg 3 80, 94, 114

Grick 14 27 30ft; climb 30ft stone camouflage multiattack (tentacle, if it hits may bite) tentacles +4; 2d6+2b beak +4; 1d6+2p Chg 2 20, 38

Grim Jester 18 136 30ft innate spellcasting (*contagion, delayed blast fireball, disguise self, finger of death, grease, inflict wounds, magic mouth, mislead, misty step, seeming*) killing joke (recharge 6) ridicule hope (recharge 4-6) joker's shuffle Chg 11 220

Guard 16 11 30ft spear +3; reach 5ft or range 20/60ft; 1d6+1p or 1d8+1p (2 hands) Chg 1/8 6, 14, 16, 66, 196

Guardian Naga 18 127 40ft rejuvenation, spellcasting (*banishment, bestow curse, calm emotions, clairvoyance , command, cure wounds, flame strike, freedom of movement , geas , hold person , mending, sacred flame, shield of faith , thaumaturgy , true seeing*) bite +8; 10ft; 1d8+4p, 10d8 (half DC 15 CON) poison spit poison +8; range 15/30ft; 10d8 (half DC 15 CON) poison Chg 10 164, 192, 232

Half-Red Dragon Veteran 18 65 30ft multiattack (2 longswords, 1 shortsword) longsword +5; 1d8+3s shortsword +5; 1d6+3p crossbow +5; range 100/400ft; 1d10+1p fire breath (recharge 5-6) Chg 5 64, 110

Hell Hound 15 45 50ft keen hearing and smell, pact tactics bite +5; 1d8+3p, 2d6f fire breath (recharge 5-6) Chg 3 94, 126

Herald of Blood 15 115 30ft; swim 30ft; fly 50ft blood armor, gift of blood, grant blood rage, humanoid form, melting touch engulfing protoplasm +10; 10ft; 2d12+6s, DC 17 DEX or grappled (escape DC 16) move call of blood majesty of Ragnarok Chg 12 244

Hezrou 16 136 30ft magic resistance, stench multiattack (1 bite, 2 claws) bite +7; 2d10+4p claws +7; 2d6+4s Chg 8 218, 258, 262

Hill Giant 13 105 40ft multiattack (2 greatclub) greatclub +8; 10ft; 3d8+5b rock +8; 60/240ft; 3d10+5b Chg 5 36, 176, 248

Hobgoblin 18 11 30ft martial advantage longsword +3; 1d8+1s longbow +3; range 150/600ft; 1d8+1p Chg 1/2 8, 74

Høyonde Commander, see full statistics on page 288 206

Høyonde Guard, see full statistics on page 288 206

Hydra 15 172 30ft; swim 30ft hold breath, multiple heads, reactive heads, wakeful multiattack (1 each head) bite +8; 10ft; 1d10+5p Chg 8 166, 236

Ice Devil 18 180 40ft devil's sight, magic resistance multiattack (1 bite, 1 claws, 1 tail) bite +10; 2d6+5p, 3d6c claws +10; 2d4+5s, 3d6c tail +10; 10ft; 2d6+5b, 3d6c wall of ice (recharge 6) Chg 6 210, 222, 230

Ice Maiden 16 84 30ft chilling presence, cold eyes, ice walk, snow invisibility, magic resistance, innate spellcasting (*alter self, chill touch, detect magic, endure cold, fear, fog cloud, ice storm, light, mage hand, misty step, prestidigitation, protection from energy, resistance, sleet storm*) multiattack (2 ice dagger) ice dagger +6; 1d4+3p, 1d6c flurry-form icy entangle kiss of the frozen heart snowblind burst Chg 6 130, 133, 282

Ice Mephit 11 21 30ft; fly 30ft death burst, false appearance, innate spellcasting (*fog cloud*) claws +3; 1d6s, 1d4c frost breath (recharge 6) Chg 1/2 260

Imp 13 10 20ft; fly 40ft shapechanger, devil's sight, magic resistance sting/bite +5; 1d4+3p, 3d6 (half DC 11 CON) poison invisibility Chg 1 84, 128, 220, 246

Legend

Action · Armor Class · Challenge · DC to notice Trap · DC to disable or avoid a Trap · Hit Points · Legendary Action · Page(s) · Reaction · Special Traits · Speed · Trap Effect · Trap Type

Imperial Ghoul 16 93 30ft; burrow 15ft turning defiance multiattack (1 bite, 1 claws) bite +5; 2d8+3p, DC 11 CON or darakhul fever claws +5; 4d6+3s, DC 11 CON or paralyzed for 1 minute crossbow +4; range 80/320; 1d8+2p Chg 4 162, 232, 246

Incubus 15 66 30ft; fly 60ft telepathic bond, shapechanger claw +5; 1d6+3s charm draining kiss etherealness Chg 4 79, 84

Ink Devil 14 54 30ft devil's sight, magic resistance, innate spellcasting (*detect magic, glyph of warding, illusory script, invisibility, planar ally, teleportation*) bite +6; 2d6+4p claw +6; 3d6+4s disrupt concentration corrupt scroll devil's mark Chg 2 246

Invisible Stalker 14 104 50ft; fly 50ft invisibility, faultless tracker multiattack (2 slam) slam +6; 2d6+3b Chg 6 74, 108, 156, 160, 164, 208, 234, 248

Iron Lector 17 110 30ft magic resistance multiattack (2 greatsword) greatsword +8; 2d6+5s shout (recharge 5-6); 7d10t, (half DC 16 CON or knocked prone) Chg 8 144

Jotun Giant 20 407 60ft immortality, innate spellcasting (*bestow curse, divination, earthquake, gust of wind, shapechange, speak with animals*), magic resistance, magic weapons, too big to notice multiattack (2 greatclub, 1 frightful presence; or 2 greatclub, 1 rock) greatclub +16; 30ft; 10d8+10b rock +16; range 90/240ft; 6d12+10b frightful presence detect planar return sweeping bow Chg 22 252

Knight 18 52 30ft brave multiattack (2 melee) greatsword +5; 2d6+3s crossbow +2; range 100/400ft; 1d8+1p leadership (recharge after rest) Chg 3 28, 190, 192, 220, 232, 248, 256, 280, 282, 286

Kraken 18 472 20; swim 60ft amphibious, freedom of movement, siege monster multiattack (3 tentacle; or 2 tentacle, 1 fling) bite +17; 3d8+10p, swallowed tentacle +17; 30ft; 3d6+10b, grappled (escaped DC 18) fling lightning storm tentacle attack or fling lightning storm ink cloud Chg 23 180

Lamia 13 97 30ft innate spellcasting (*charm person, disguise self, geas, major image, mirror image, scrying, suggestion*) multiattack (1 claws, 1 dagger or intoxicating touch) claws +5; 2d10+3s intoxicating touch +5; cursed for 1 hour Chg 4 200

Land Aptrgangr 16 135 30ft create spawn, familiar, innate spellcasting (dominate beast, familiar, magic jar), merciless, rejuvenation multiattack (2 greatswords) greatsword +8; 2d6+5s, 2d4n, hit point reduction, necrotic wounds Chg 10 214

Leshy 14 84 30ft innate spellcasting (*entangle, pass without trace, plant growth, shillelagh, speak with animals, speak with plants, hideous laughter*), camouflage, mimicry multiattack (2 club) change size club +5; 1d6+3b Chg 1 248

Library Automaton 13 7 30ft extra-dimensional book repository Chg 1/2 266

Lich 17 135 30ft legendary resistance (3/day), rejuvenation, spellcasting (*acid arrow, animate dead, blight, cloudkill, counterspell, detect magic, detect thoughts, dimension door, disintegrate, dispel magic, dominate monster, finger of death, fireball, globe of invulnerability, invisibility, mage hand, magic missile, mirror image, power word kill, power word stun, prestidigitation, prismatic spray, ray of frost, scrying, shield, thunderwave*), turning defiance paralyzing touch +12, 3d6c, DC 18 CON or paralyzed cantrip paralyzing touch frightening gaze disrupt life Chg 21 258

Living Wick 13 28 20ft controlled, light, melting slam +2; 1d6b consume self Chg 1/4 214

Lizard, Giant 12 19 30ft; climb 30ft bite +4; 1d8+2p Chg 1/4 212

Luck Beetle, see full statistics on page 288 133

Mage 12 40 30ft spellcasting (*cone of cold, counterspell, detect magic, fire bolt, fireball, fly, greater invisibility, ice storm, light, mage armor, mage hand, magic missile, misty step, prestidigitation, shield, suggestion*) dagger +5; 5ft or range 20/60ft; 1d4+2p Chg 6 42, 56, 70, 106, 110, 116, 118, 126, 134, 142, 154, 158, 204, 232

Magma Mephit 11 22 30ft; fly 30ft death burst, false appearance, innate spellcasting (*heat metal*) claws +3; 1d4+1s, 1d4f fire breath (recharge 6) Chg 1/2 128

Mammoth 13 126 40ft trampling charge gore +10; 10ft; 4d8+7p stomp +10; 4d10+7b Chg 6 130, 196, 210

Marilith 18 189 40ft magic resistance, magic weapons, reactive single-minded purpose multiattack (6 longsword, 1 tail) longsword +9 2d8+4s tail +9; 10ft; 2d10+4b, grappled (escape DC 19) teleport parry Chg 16 244, 258, 282

Mask Wight 19 207 40ft innate spellcasting (*alter self, counterspell, dispel magic, enlarge/reduce, gate, spider climb, tongues*) single-minded purpose multiattack (1 khopesh of oblivion, 1 enervating spiked gauntlet) khopesh of oblivion+11; 3d8+6s, DC 17 WIS or vanishing item enervating spiked gauntlet +11; 2d12+6b, 2d10n, DC 17 WIS or 1 level of exhaustion wail of the forgotten (recharge 6) Chg 13 228, 252

Medusa 15 127 30ft petrifying gaze multiattack (1 snake hair, 2 shortsword; or 2 longbow) snake hair +5; 1d4+2p, 4d6 poison shortsword +5; 1d6+2p longbow +5; range 150/600ft; 1d8+2p, 2d6 poison Chg 6 164, 262, 258

Merfolk 11 11 10; swim 40ft amphibious spear +2; range 20/60ft; 1d6p or 1d8p (melee) Chg 1/8 166

Merrow 13 45 10; swim 40ft amphibious multiattack (1 bite, 1 claws or harpoon) bite +6; 1d8+4p claws +6; 2d4+4s harpoon +6; 5ft or range 20/60ft; 2d6+4p plus pull Chg 2 166

Mi-Go 17 76 30ft; fly 60ft astral travelers, sneak attack (1/turn), disquieting technology multiattack (2 claws) claws +7; 3d6+4s, grappled (escape DC 13) spore release Chg 2 148

Mimic 12 58 15ft shapechanger, adhesive, false appearance, grappler pseudopod +5; 1d8+3b, plus adhesive trait bite +5; 1d8+3b, 1d8a Chg 2 102, 138, 194

Legend

Action · Armor Class · Challenge · DC to notice Trap · DC to disable or avoid a Trap · Hit Points · Legendary Action · Page(s) · Reaction · Special Traits · Speed · Trap Effect · Trap Type

Mindrot Thrall 15 82 30ft fungal aura multiattack (2 claws) claws +4; 2d6+2s acid breath (recharge 4-6) mindrot spores Chg 3 148, 204

Minotaur 14 76 40ft charge, labyrinthine recall, reckless greataxe +6; 2d12+4s gore +6; 2d8+4p Chg 3 18, 196

Mirror Hag 16 186 30ft; fly 10ft innate spellcasting (*detect thoughts, disguise self, dispel magic, inflict wounds, lightning bolt, locate creature, message, ray of enfeeblement, shillelagh, stinking cloud, teleport*), magic resistance, confounding ugliness multiattack (reconfiguring curse and 1 melee) bite +6; 4d8+3p quarterstaff +5; 1d6+2b reconfiguring curse Chg 6 74

Monolith Champion 17 102 40ft blatant dismissal, fey flame multiattack (2 melee) greatsword +7; 3d6+4s, 2d10 cold or fire slam +7; 2d6+4b, 2d10 cold or fire Chg 15 160, 266

Mordant Snare 18 262 10ft; burrow 20ft magic resistance, absorb channeled energy, buried, mordant puppets multiattack (4 melee) spike +8; range 20/60ft; 2d8+3p, 1d6a tentacle +11; 2d10+6b, 2d6a filaments +11; 3d10+6b, 3d6a, plus grappled (escape DC 16) Chg 15 230

Mummy 11 58 30ft multiattack (dreadful glare and rotting fist) rotting fist +5; 2d6+3b, 3d6n, DC 12 CON to avoid curse dreadful glare Chg 3 84, 128, 162, 244

Mummy Lord 17 97 30ft magic resistance, rejuvenation, spellcasting (*animate dead, command, contagion, dispel magic, divination, guardian of faith, guiding bolt, harm, hold person, insect plague, sacred flame, shield of faith, silence, spiritual weapon, thaumaturgy*) multiattack (dreadful glare and rotting fist) rotting fist +5; 3d6+4, 6d6n, DC 12 CON to avoid curse dreadful glare attack blinding dust blasphemous word channel negative energy whirlwind of sand Chg 13 128, 184, 192, 244

Myling 13 45 30ft; burrow 10ft multiattack (1 bite, 2 claw) bite +4; 2d4+2p plus grappled (escape DC 12) claw +4; 2d6+1s buried alive Chg 2 52

Naina 17 231 40ft; 120ft magic resistance, spellcasting (*charm person, dancing lights, darkness, dimension door, dispel magic, dominate person, hypnotic pattern, invisibility, locate object, mage hand, mending, ray of frost, resistance, silent image, thunderwave, witch bolt*), shapechanger multiattack (2 claws, 1 bite) bite +9; 3d12+5p claws +9; 3d12+5s poison breath (recharge 5-6) poison paralysis sleep Chg 11 220

Night Hag 17 112 30ft innate spellcasting (*detect magic, magic missile, plane shift, ray of enfeeblement, sleep*), magic resistance claws +7; 2d8+4s change shape etherealness nightmare haunting (1/da7) Chg 5 72, 74, 114, 182, 188

Night Scorpion 17 90 40ft multiattack (2 claws, 1 sting) claw +4; 1d8+2b, plus grappled (escape DC 12) sting +4; 1d10+2p, 2d6 poison, blinded for 1d3 hours; DC 12 CON for half damage an to avoid blindness Chg 3 192

Nightmare 13 68 30ft counter fire resistance, illumination hooves +6; 2d8+4b, 2d6f ethereal stride parry Chg 3 182, 260

Noble 15 9 30ft rapier +3; 1d8+1p parry Chg 1/8 44, 66, 134, 196, 232, 238, 248

Nocturnal Laughing Squirrel, **see full statistics on page 289** 133

Nyad 11 22 30ft; swim 60ft innate spellcasting (*barkskin, druidcraft; entangle, goodberry, pass without trace, shillelagh*), magic resistance, speak with beasts and plants, water breathing club +2 (+4 with *shillelagh*); 1d4b (1d8+4b with shillelagh) fey charm Chg 1 52

Ochre Jelly 8 45 10ft; climb 10ft amorphous, spider climb pseudopod +4; 2d6+2b, 1d6a split Chg 2 138, 238

Octopus 12 3 5ft; swim 30ft hold breath, underwater camouflage, water breathing tentacles +4; 1b grappled (escape DC 10) ink cloud Chg 0 166

Ogre 11 59 40ft greatclub +6; 2d8+4b javelin +5; 5ft or range 30/120ft; 2d6+4p Chg 2 50, 96, 112, 114, 142

Ogre, "Hendor the Cursed" 13 105 40ft greatclub +8; 2d8+6b javelin +7; 5ft or range 30/120ft; 2d6+6p Chg 4 112

Oni 16 110 30ft; fly 30ft innate spellcasting (*charm person, cone of cold, darkness, gaseous form, invisibility, sleep*), magic weapons, regeneration multiattack (2 melee) claw +7; 1d8+4s glaive +7; 10ft; 2d10+4s change shape Chg 7 176

Oozasis 7 217 20ft; climb 20ft; swim 20ft amorphous, mirage, waters of unfathomable compulsion multiattack (2 pseudopod) pseudopod +8; 15ft; 2d8+4b, 3d6a, plus grappled (escape DC 16) engulf vapors of tranquility or turmoil Chg 9 204, 248

Orobas 19 261 40ft knowing (3/day), magic resistance, magic weapons, sage advice, innate spellcasting (*antimagic field, augury, bestow curse, chain lightning, contact other plane, detect evil and good, dimension door, eyebite, find the path, fireball, foresight, protection from evil and good, scorching ray, teleport, wall of fire*) multiattack (1 bite, 1 claws, 1 flail, 1 stomp) bite +13; 3d6+8p, DC 18 CON or poisoned claws +13; 10ft; 2d6+7s flail +13; 10ft; 2d8+8b, 4d8a stomp +13; 15 bludgeoning Chg 14 146, 220

Otyugh 14 114 30ft limited telepathy multiattack (1 bite, 2 claws) bite +6; 2d8+3p, DC 15 CON or poisoned tentacle +6; 1d8+3b, 1d8p, grappled (escaped DC 13) tentacle slam Chg 5 146, 168

Owl, Giant 12 19 50ft; fly 90ft flyby, keen hearing and sight talons +4; 2d6+1s Chg 1/4 46

Phantom Foundling, **see full statistics on page 289** 72

Phase Spider 13 32 30ft; climb 30ft ethereal jaunt, spider climb, web walker bite +4; 1d10+2p, 4d8 poison (half DC 11 CON) Chg 3 50, 142

Pit Fiend 19 300 30ft; fly 60ft fear aura, magic resistance, magic weapons multiattack (1 bite, 1 mace, 1 tail) bite +14; 4d6+8p, DC 21 CON poison claw +14; 10ft; 2d8+8s mace +14; 10ft; 2d6+8b, 6d6f tail +14; 10ft; 3d10+8b 246

Planetar 19 200 40ft; fly 120ft angelic weapons, divine awareness, innate spellcasting (*blade barrier, commune, control weather, detect evil and good, dispel evil and good, flame strike, insect plague, invisibility, raise dead*) multiattack (2 melee) greatsword +12; 4d6+7s, 5d8r healing touch (4/day) Chg 16 218, 256

Legend

Action · Armor Class · Challenge · DC to notice Trap · DC to disable or avoid a Trap · Hit Points · Legendary Action · Page(s) · Reaction · Special Traits · Speed · Trap Effect · Trap Type

Polar Bear 12 42 40ft; swim 30ft
keen smell multiattack (1 bite, 1 claws) bite +7; 1d8+5p claws +7; 2d6+5s Chg2 130

Possessed Pillar 14 95 20ft immutable form, magic resistance, magic weapons, steal weapons, false appearance multiattack (2 slam) slam +8; 3d6+5b Chg7 258

Priest 13 27 25ft divine eminence, spellcasting (*cure wounds, dispel magic, guiding bolt, lesser restoration, light, sacred flame, sanctuary, spirit guardians, spiritual weapon, thaumaturgy)* mace +2; 1d6b Chg2 28, 144, 232

Psoglav 17 115 40ft; fly 60ft innate spellcasting (*greater invisibility*), magic weapon, shadow door (4/day) multiattack (3 bite) bite +8; 2d12+5p shadow stealing ray (recharge 5-6) Chg7 192

Purple Worm 18 247 50ft; burrow 30ft tunneler multiattack (1 bite, 1 stinger) bite +9; 10ft; 3d8+9p, DC 19 DEX or swallowed tail stinger +9; 10ft; 3d6+9p, 12d6 poison (half DC 19 CON) Chg15 212, 244

Quasit 13 7 40ft shapechanger, magic resistance claws or bite +4; 1d4+3s, DC 10 CON or 2d4 poison scare (1/day) Chg1 10, 14, 28, 74, 244

Qwyllion 16 110 30ft disruptive, innate spellcasting (*dominate person, shatter*), nauseating aura multiattack (deadly gaze, 2 claws) claws +8; 3d12+5s deadly gaze (recharge 5-6) Chg8 154

Rat, Giant 12 7 30ft bite +4; 1d4+2p Chg1/8 28, 54

Rakshasa 16 110 40ft limited magic immunity, innate spellcasting (*charm person, detect magic, detect thoughts, disguise self, dominate person, fly, invisibility, mage hand, major image, minor illusion, plane shift; suggestion, true seeing)* multiattack (2 claws) claw +7; 2d6+2s, curse Chg13 28, 138, 168, 194, 230, 246

Ravenfolk Doom Croaker 14 88 30ft magic resistance, mimicry, innate spellcasting (*blight, call lightning, clairvoyance, comprehend languages, fear, insect plague, legend lore, phantom steed*) ghost wings radiant runestaff +3; 1d8b, 1d8r Chg1/2 88

Ravenfolk Scout 14 21 30ft mimicry multiattack (1 peck, 1 melee or ranged) ghost wings longbow +4; range 150/600ft; 1d8+2p peck +4; 1d4+2p rapier +4; 1d8+2p Chg1/2 88

Ravenfolk Warrior 15 78 30ft mimicry, rune weapons multiattack (2 runespear or 2 longbow, or 1 ghost wings and 1 runespear) ghost wings longbow +5; 150/600ft; 1d8+3p peck +5; 1d4+3p radiant runespear +3; 10ft; 1d21+1p, 1d4r Chg3 88

Rime Worm 15 102 30ft; burrow 30ft; swim 30ft born of rime, ringed by ice and death multiattack (2 tendril) tendril +8; 10ft; 16+5b, if hit by 2 tendrils, grappled (escape DC 15) devour +8; 2d12+5s, plus 2d12c if grappled black ice spray (recharge 5-6) Chg6 130, 188

Rime Worm, Grub 13 45 30ft; burrow 30ft; swim 30ft born of rime, ravenous multiattack (1 tendril, 1 gnash) tendril +5; 1d6+3s gnash +5; 2d8+3s Chg1 186

Robot, AI 20 65 0ft advanced tactics, magic resistance nanobeam; heals robots 4d6; (recharge 4-5) Chg0 124

Robot, Guardian 16 136 30ft; fly 20ft alarm advantage, magic resistance multiattack (1 beam, 2 claws) beam +7; range 50/100ft; 15 fire claw +7; 2d6+4s Chg8 124

Robot, Security 12 157 40ft; fly 20ft alarm advantage, magic resistance multiattack (2 claws) beam +9; range 50/100ft; 3d8+2f claw +9; 10ft; 4d6+8s Chg7 124

Robot, Repair 14 26 30ft; climb 30ft alarm advantage, spider climb, magic resistance bite +5; 2d6+1p Chg1/2 124

Roc 15 248 20ft; fly 120ft keen sight multiattack (1 beak, 1 talons) beak +13; 10ft; 4d8+9p talons +13; 4d6+9s, grappled (escape DC 19) Chg11 260

Roper 20 93 10ft; climb 10ft false appearance, grasping tendrils, spider climb multiattack (4 tendrils, 1 bite, reel) bite +7; 4d8+4pbite +7; 4d8+4p tendril +7; 50ft; grappled (escape DC 15) reel Chg5 120, 212, 238

Rug of Smothering 12 33 10ft antimagic susceptibility, damage transfer, false appearance smother +5; grappled, 2d6+3b Chg2 29

Rubezahl 15 110 50ft counting compulsion, false tongue, innate spellcasting (*call lightning, control weather, disguise self, fog cloud, gust of wind, lightning bolt*) multiattack (1 gore, 2 claws) claws +9; 3d6+5s gore +9; 3d8+5p, DC 15 STR or knocked prone thunderstrike (recharge 5-6) Chg10 244

Sahuagin 12 22 30ft; swim 40ft blood frenzy, limited amphibious, shark telepathy multiattack (1 bite, 1 claws or spear) bite +3; 1d4+1p claws +3; 1d4+1s spear +3; 5ft or range 20/60ft; 1d6+1p or 1d8+1 (melee) Chg1/2 84, 180, 248

Salamander 15 90 30ft heated body, heated weapons multiattack (1 spear, 1 tail) spear +7; 5ft or range 20/60ft; 2d6+4p or 2d8+4p (melee), 1d6f tail +7; 10ft; 2d6+4b, 2d6f, grappled (escape DC 14) Chg5 104, 118, 128

Sand Sider 15 105 30ft; burrow 20ft ambusher, spider climb multiattack (2 impaling legs, 1 bite) impaling leg +8; 10ft; 1d2+5p bite +8; 2d10+5p, 3d8 poison (half DC 13 CON) trapdoor ambush Chg7 218

Sap Demon 13 67 20ft; climb 20ft amorphous Chg4 46

Satyr 14 31 40ft magic resistance ram +3; 2d4+1b shortsword +5; 1d6+3p shortbow +5; range 80/320ft; 1d6+3p Chg1/2 22, 196

Scorpion, Giant 15 52 40ft multiattack (2 claw, 1 sting) claw +4; 1d8+2, grapple sting +4; 1d10+2p, 4d10 poison (half DC 12 CON) Chg3 82, 90, 212

Scout 13 16 30ft keen hearing and sight multiattack (2 melee; or 2 ranged) shortsword +4; 1d6+2p longbow +4; range 150/600ft; 1d8+2p Chg1/2 18, 88, 232

Sea Hag 14 52 30ft; swim 40ft amphibious, horrific appearance claws +5; 2d6+3s death glare illusory appearance Chg2 166

Legend

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Reaction
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Trap Type

Shabti 17 102 40ft immutable form, magic resistance, magic weapons, serpentine armlets multiattack (*telekinesis*, 2 nabboot) nabboot +8; 1d4+5b, 2d6n, DC 15 CON or tomb taint telekinesis Chg 8 242

Shadow 12 16 40ft amorphous, shadow stealth, sunlight weakness strength drain +4; 2d6+2n, 1d4 STR reduction Chg 1/2 92, 138, 146

Shadow Antipaladin 18 82 30ft evasive, insanity, magic resistance, shadowstrike, spellcasting (*aid, crown of madness, darkness, hellish rebuke, inflict wounds, magic weapon, shield of faith, wrathful smite*) multiattack (2 scimitar; or 2 crossbow) scimitar +7; 1d6+4s, 2d8n crossbow +7; range 100/400ft; 1d10+4p, 2d8n infections insanity (recharge 5-6) Chg 5 74, 146

Shadow Beast 14 135 0; fly 40ft amorphous, incorporeal movement, innate spellcasting (*fear telekinesis*), magic resistance, sunlight powerlessness multiattack (1 bite, 2 claw) bite +8; 2d8+5p claw +8; 2d10+5s shadow push (recharge 5-6) Chg 7 146

Shambling Mound 15 136 20ft; swim 20ft lightning absorption multiattack (2 slam) slam +7; 2d8+4b engulf Chg 5 72, 114, 204, 246, 258

Shark, Giant 13 126 0ft; swim 50ft blood frenzy, water breathing bite +9; 3d10+6p Chg 5 72, 166

Shield Guardian 17 142 30ft bound, regeneration, spell storing multiattack (2 fists) fist +7; 2d6+4b shield Chg 7 84, 88, 98, 136, 154, 234, 240, 258, 260

Shoggoth 18 387 50ft; climb 30ft; swim 30ft anaerobic, absorb flesh, amorphous, hideous piping, keen senses, rolling charge multiattack (1d4+1 slams) slam +14; 15ft; 4d10+8b, plus grappled (escape DC 18) Chg 19 222

Shrieker 5 13 0ft false appearance shriek Chg 0 80, 176

Skein Witch 20 162 30ft; fly 30ft bend fate (3/day), magic resistance, misty step, sealed destiny (1/day) multiattack (2 inexorable thread) inexorable threads +9; 30ft; 5d8+5r, plus one step closer to death bind fates (1/day) destiny distortion wave (recharge 5-6) Chg 12 228

Skeleton, Common 13 13 30ft shortsword +4; 1d6+2p shortbow +4; range 80/230ft; 1d6+2p Chg 1/4 28, 38, 40, 56, 82, 84, 112, 116, 136, 204, 258

Skeleton, Minotaur 12 67 40ft charge greataxe +6; 2d12+4s gore +6; 2d8+4p Chg 2 28, 36, 38, 112

Skeleton, Wolf 13 13 30ft bite +5; 2d4+2p plus grapple if target is Medium or smaller (escape DC 13 STR) Chg 1/4 56

Snake, Giant Poisonous 14 11 30ft; swim 30ft bite +6; reach 10ft; 1d4+4p, 3d6 poison (half DC 11 CON) Chg 1/4 42, 236

Solar 21 243 50ft; fly 150ft angelic weapons, divine awareness, innate spellcasting (*blade barrier, commune, control weather, detect evil and good, dispel evil and good, invisibility, resurrection*) multiattack (2 greatswords) greatsword +15; 4d6+8s, 6d8r slaying longbow +13; range 150/600ft; 2d8+6p, 6d8r flying sword healing touch teleport searing burst blinding gaze Chg 21 74, 252

Specter 12 22 0ft; fly 50ft incorporeal movement, sunlight sensitivity life drain +4; 3d6n Chg 1 40

Spider, Giant 14 26 30ft; climb 30ft spider climb, web sense, web walker bite +5; 1d8+3p, 2d8 poison (half DC 11 CON) web (recharge 5-6) Chg 1 12, 84

Sider, Huge 16 175 30ft; climb 30ft spider climb, web sense, web walker bite +7; 6d8+3p, 3d12 poison (half DC 16 CON) web (recharge 5-6) Chg 10 238

Spider of Leng 15 144 30ft; climb 20ft eldritch understanding, innate spellcasting (*arcane eye, confusion, comprehend languages, detect magic, hypnotic pattern, shield, shocking grasp, silence, stoneskin*), poisonous blood, shocking respite multiattack (2 melee) claw +6; 2d10+3s, 1d8 poison spit venom +6; 60ft; 3d8+3 poison, DC 14 CON or poisoned and blinded staff of leng +5; 2d6+2b, 2d12 psychic, DC 15 WIS or stunned ancient hatred Chg 7 218

Spider Thief 13 64 30ft; climb 20ft immutable form, magic resistance, wire-assisted jump multiattack (2 sickle claw) sickle claw +3; 2d8+1s razor line (recharge 5-6) Chg 2 266

Spirit Naga 15 75 40ft rejuvenation, spellcasting (*blight, charm person, detect magic, detect thoughts, dimension door, dominate person, hold person, lightning bolt, mage hand, minor illusion, ray of frost, sleep, water breathing*) bite +7; 10ft; 1d6+4p, 7d8 poison (half DC 13 CON) Chg 8 108, 116, 160, 200

Spy 12 27 30ft multiattack (2 melee) shortsword +4; 1d6+2p crossbow +4; range 30/120ft; 1d6+2p Chg 1 44, 144, 146, 166, 206

Sprite 15 2 10ft; fly 40ft longsword +2; 1 slashing shortbow +6, range 40/160ft; 1p plus DC 10 CON save or become poisoned for 1 minute Chg 1/4 42, 70, 94

Steam Mephit 10 21 30ft; fly 30ft death burst, innate spellcasting (*blur*) claws +2; 1d4s, 1d4f steam breath (recharge 6) Chg 1/4 260

Stirge 14 2 10ft; fly 40ft blood drain +5; 1d4+3p, plus attach Chg 1/8 114

Stone Giant 17 126 40ft stone camouflage multiattack (2 greatclub) greatclub +9; 15ft; 3d8+6b rock +9, range 60/240ft; 4d10+6b rock catching Chg 7 50, 76

Succubus 15 66 30ft; fly 60ft telepathic bond, shapechanger claw +5; 1d6+3s charm draining kiss etherealness Chg 4 164, 248

Svirfneblin 15 16 20ft stone camouflage, gnome cunning, innate spellcasting (*blindness/deafness, blur, disguise self, nondetection*) war pick +4; 1d8+2p poisoned dart +4; range 30/120ft; 1d4+2, DC 12 CON or poisoned for 1 minute Chg 1/2 148

Swarm, Bats 12 22 0ft; fly 30ft echolocation, keen hearing, swarm bite +4; reach 0ft; 2d4p or half if at half hit points Chg 1/4 28, 42

Swarm, Insects 12 22 20ft; climb 20ft swarm bites +3; reach 0ft; 4d4p or half if at half hit points Chg 1/2 12, 58, 114, 132, 204, 238

Legend

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Swarm of Minitaurs, see full statistics on page 290 133

Swarm, Poisonous Snakes 14 36 30ft; swim 30ft swarm bites +6; reach 0ft; 3d4p or half if at half hit points Chg 2 100, 120, 190

Swarm, Rats 10 24 30ft keen smell, swarm bite +2; reach 0ft; 3d4p or half if at half hit points Chg 1/4 54

Swarm, Wolf Spirits 16 97 50ft; fly 50ft chilling howl, speed over snow Chg 6 130

Tendril Puppet 13 34 30ft regeneration, root mind, green strider, magic resistance assegai +5; 5ft or range 20/60ft; 1d6+3p hurl thorns +5; range 20/60ft; 2d8+3p, plus 1d8 (half DC 13 DEX) piercing in a 10-ft radius Chg 2 204

Thug 11 32 30ft pack tactics multiattack (2 mace) mace +4; 1d6+2b crossbow +2; range 100/400ft; 1d8+1p Chg 1/2 18, 24, 32, 44, 204, 226

Toad, Giant 11 39 20ft; swim 40ft amphibious, standing leap bite +4; 1d10+2p, 1d10 poison swallow Chg 1 20, 26

Tophet 16 184 30ft fiery heart, burning belly multiattack (1 gout of flame, 1 slam) slam +10; 1d10+7b gout of flame Chg 8 266

Treant 16 138 30ft false appearance, siege monster multiattack (2 slam) slam +10; 3d6+6b rock +10; range 60/180ft; 4d10+6b animate trees (1/day) Chg 9 96, 130, 166, 204, 232

Troll 15 84 30ft keen smell, regeneration multiattack (1 bite, 2 claws) bite +7; 1d6+4p claws +7; 2d6+4s Chg 5 28, 84, 96, 114, 122, 204, 238

Troll, Unusually Powerful 15 225 30ft keen smell, regeneration multiattack (1 bite, 2 claws) bite +8; 6d6+6p claws +7; 4d6+6s Chg 9 268

Unicorn 12 67 50ft charge, innate spellcasting (*calm emotions, detect evil and good, dispel evil and good, druidcraft, entangle, pass without trace*), magic resistance, magic weapons multiattack (1 hooves, 1 horn) hooves +7; 2d6+4b horn +7; 1d8+4p healing touch (3/day) teleport (1/day) hooves shimmering shield heal self Chg 5 238

Urochar 19 256 40ft; climb 20ft death throes, innate spellcasting (*blur, black tentacles, eyebite, feather fall, greater invisibility, meld into stone, phantasmal killer*), spider climb, squeeze multiattack (4 tentacles) tentacle +13; 20ft; 3d8+7b, grappled (escape DC 17) paralyzing gaze (recharge 5-6) crush attack tentacle attack tentacle leap Chg 17 222, 230

Ushabti 18 105 30ft dynastic aura, healing leech, immutable form, magic resistance, magic weapons multiattack (1 scepter, 1 khopesh) scepter +9; 2d6+5b, 3d6 poison khopesh +9; 2d6+5s Chg 9 266

Vampire 16 144 30ft shapechanger, legendary resistance (3/day), misty escape, regeneration, spider climb, vampire weaknesses multiattack (1 bite, 1 unarmed strike) unarmed strike +9; 1d8+4b or grappled (escape DC 18) bite +9; 1d6+4p charm children of the night (1/day) move unarmed strike bite Chg 13 172, 184, 190, 226, 242

Vampire Spawn 15 82 30ft regeneration, spider climb, vampire weaknesses multiattack (1 bite, 1 claw; or 2 claw) claws +8; 2d4+3s or grappled bite +6; one creature that is grappled; 1d6+3p, 2d6n, hit point reduction Chg 5 68, 164, 170, 172, 184, 190, 226, 242

Venomous Mummy 11 58 20ft selket's venom, toxic smoke venomous fist +5; 2d6+3b, 3d6n, DC 12 CON or cursed Chg 3 162, 244

Verdant Knight 14 65 30ft multiattack (2 greatsword) greatsword +6; 2d6+3 parry Chg 3 62, 130

Vesiculosa 15 203 0ft; burrow 0ft false appearance, rootlet swarms, sweet water, verdant multiattack (4 entrap, 1 reel, 1 engulf) entrap reel engulf Chg 11 204

Veteran 17 58 30ft multiattack (2 longsword, 1 shortsword) longsword +5; 7 slashing shortsword +5; 1d6+3p heavy crossbow +3; range 100/400ft; 1d8+2p Chg 3 18, 44, 64, 66, 88, 110, 126, 134, 180, 192, 218, 232

Vine Lord 16 105 30ft green strider, magic resistance, regeneration, root mind multiattack (2 claw, 4 tendril) claw +8; 1d6+5s tendril +8; 10ft; 1d4+5s, 1d6 poison awaken the green (1/day) Chg 7 204

Vine Troll Skeleton 16 119 30ft regeneration multiattack (1 bite, 2 claw) bite +8; 3d10+5p claw +8; 3d8+5s Chg 9 204

Violet Fungus 5 18 5ft false appearance multiattack (1d4 rotting touch) rotting touch +2; 10ft; 1d8n Chg 1/4 20, 80

Voidling 16 110 0ft; fly 50ft fed by darkness, magic resistance, innate spellcasting (*black tentacles, darkness, detect magic, eldritch blast, fear, phantasmal force, reverse gravity*), natural invisibility multiattack (4 tendrils) tendril +10; 10ft; 1d8+6s, 2d10n necrotic burst (recharge 5-6) Chg 11 234, 244

Vrock 15 104 40ft; fly 60ft magic resistance multiattack (1 beak, 1 talons) beak +6; 2d6+3p talons +6; 2d10+3s spores (recharge 6) stunning screech (1/day) Chg 6 74, 78, 108, 234

Water Elemental 14 114 30ft; swim 90ft water form, freeze multiattack (2 slams) slam +7; 2d8+4b whelm (recharge 4-6) Chg 5 26, 36, 94, 98, 122, 166, 140, 208, 234

Water Elemental, "Limus" 16 126 30ft; swim 90ft water form, freeze multiattack (2 slams) slam +7; 15ft; 2d8+4b whelm (recharge 4-6) Chg 5 98

Water Leaper 14 97 5ft; fly 50ft; swim 40ft amphibious, camouflage multiattack (shriek, 1 bite, 1 stinger) bite +5; d26+3p plus grapple stinger +5; 1d6+3p (DC 12 CON to avoid poison for 1 minute) shriek swallow Chg 4 52

Weeping Treant 17 105 30ft siege monster, treespeech, acidic tears multiattack (3 slams) slam +8; 3d6+5b rock +8; range 60/180ft; 3d10+5b Chg 6 204

Wererat 12 33 30ft shapechanger, keen smell multiattack (2 attacks) bite +4; 4 piercing, DC 11 CON or be cursed with lycanthropy shortsword +4; 1d6+2p crossbow +4; range 30/120ft; 1d8+1p Chg 2 22, 54, 64

Legend

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Wight 14 45 30ft sunlight sensitivity multiattack (2 longsword; or 2 longbow; or 1 longsword and 1 Life Drain) life drain +5; 1d6+2n, hit point reduction longsword +4; 1d8+2s longbow +4; range 150/600ft; 1d8+2p Chg 3 48, 58, 68, 82, 90, 92, 156, 180, 184, 228, 252

Winter Wolf 13 75 50ft keen hearing and smell, pack tactics, snow camouflage bite +6; 2d6+4p, DC 14 STR or knocked prone cold breath (recharge 5-6) Chg 3 176

Winter Wyrm 18 212 40ft; burrow 30ft create pit, freezing coils, ice walk multiattack (1 bite, 1 tail) bite +11; 10ft; 2d6+10p, 1d10c, grappled (escape DC 16) constrict +11; 12d8+6b, grappled (escape DC 19) swallow tail +11; 15ft; 2d6+6b, DC 19 STR or knocked prone burrow coil attack tail attack Chg 13 224

Winter Wyrmling 14 39 20ft; burrow 20ft freezing coils, ice walk bite +4; 1d10+2p, grappled (escape DC 12) constrict +4; 5d8+2b, grappled (escape DC 10) Chg 2 224

Will-o'-Wisp 19 22 0ft; fly 50ft consume life, ephemeral, incorporeal movement, variable illumination shock +4; 1d10 force invisibility Chg 2 104, 204, 246

Wolf 13 11 40ft keen hearing and smell bite +4; 2d4+2p plus DC 11 STR save or knocked prone Chg 1/4 44, 56, 130, 144, 176, 186

Worg 13 26 50ft keen hearing and smell bite +5; 2d6+3p plus DC 13 STR save or knocked prone Chg 1/2 10, 42

Wraith 13 67 0ft; fly 60ft incorporeal movement, sunlight sensitivity life drain +6; 4d8+3n, hit point reduction create specter Chg 5 28, 72, 92, 104, 108, 156, 162, 166, 184, 188, 190, 246

Xorn 19 73 20ft; burrow 20ft earth glide, stone camouflage, treasure sense multiattack (3 claw, 1 bite) claw +6; 1d6+3s bite +6; 3d6+3p Chg 5 20, 104, 202

Zombie 8 22 30ft undead fortitude slam +3; 1d6+1b Chg 1/4 20, 28, 34, 44, 46, 48, 56, 92, 138, 170, 206, 228, 246

Zombie, Ogre 8 85 30ft undead fortitude morningstar +6; 2d8+4b Chg 2 34, 48

Addendum

Glacial Bear

Huge beast, unaligned

Armor Class 18 (natural armor)
Hit Points 200 (16d12 + 96)
Speed 40 ft., burrow 30 ft. (snow only), swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	22 (+6)	3 (-4)	12 (+1)	10 (+0)

Saving Throws Con +10
Skills Perception +10, Stealth +4
Damage Immunities cold
Challenge 10 (5,900 XP)

Keen Smell. The bear has advantage on Wisdom (Perception) checks that rely on smell.

Ice Walk. The bear can move across icy surfaces without needing to make an ability check. Additionally, it ignores difficult terrain consisting of ice or snow.

Actions

Multiattack. The bear makes one bite attack and two claw attacks.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) piercing damage plus 11 (2d10) cold damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) slashing damage.

Icy Burst (recharge 6). The glacial bear pulses with intense cold. All creatures within 15 feet must make a Constitution saving throw, taking 22 (4d10) cold damage on a failed save, or half as much damage on a success.

Lair Actions

On initiative count 20 (losing initiative ties), the glacial bear takes a lair action to cause one of the following effects. The glacial bear can't use the same effect two rounds in a row.

- The glacial bear stomps down on its forepaws, shaking the floor and walls of its cave. Every creature within 30 feet of the glacial bear must succeed on a DC 20 Dexterity saving throw or fall prone.
- The glacial bear roars. All creatures within 30 feet of the glacial bear that can hear it must make a successful DC 15 Charisma saving throw or drop whatever it is holding and become frightened for one minute. While frightened in this way, a creature must take the Dash action and move away from the glacial bear by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn in a location where it doesn't have line of sight to the glacial bear, the creature can make a Wisdom saving throw. On a successful save, the spell ends for that creature.
- The glacial bear shakes ice crystals from its coat of fur. All creatures within 30 feet of the glacial bear with less than 100% cover become vulnerable to cold damage until the end of its next turn. Creatures immune to cold damage aren't affected

Legend

Action · Armor Class · Chg Challenge · DC to notice Trap · DC to disable or avoid a Trap · Hit Points · Legendary Action · Page(s) · Reaction · Special Traits · Speed · Trap Effect · Trap Type

Høyonde Guard

Large giant, chaotic neutral

Armor Class 15 (half plate)
Hit Points 133 (14d10 + 56)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	19 (+4)	9 (-1)	12 (+1)	9 (-1)

Skills Perception +4
Damage Resistances necrotic
Damage Immunities cold
Senses passive Perception 14
Languages Giant
Challenge 6 (2,300 XP)

Innate Spellcasting. The høyonde guard's innate spellcasting ability is Wisdom (+4 to hit with spell attacks, spell save DC 12). It can innately cast the following spells, requiring no material components.
At will: chill touch, ray of frost
3/day: sanctuary, speak with dead
1/day: animate dead
Life Absorption. When the høyonde guard reduces a creature to 0 hit points with chill touch or ray of frost, the høyonde guard gains 1d8 temporary hit points and the creature is considered to already have failed one death saving throw.

ACTIONS

Multiattack. The høyonde guard makes three greatclub attacks.
Greatclub. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.
Ice Block. *Ranged Weapon Attack:* +3 to hit, range 60/240 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage.

Høyonde Commander

Large giant, chaotic neutral

Armor Class 16 (half plate)
Hit Points 157 (15d10 + 75)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	11 (+0)	14 (+2)	12 (+1)

Skills Perception +6
Damage Resistances necrotic
Damage Immunities cold
Senses passive Perception 16
Languages Giant
Challenge 8 (3,900 XP)

Innate Spellcasting. The høyonde commander's innate spellcasting ability is Wisdom (+6 to hit with spell attacks, spell save DC 14). It can innately cast the following spells, requiring no material components.
At will: chill touch, ray of frost
3/day each: sanctuary, speak with dead
1/day: animate dead, bless
Life Absorption. When the høyonde commander reduces a creature to 0 hit points with chill touch or ray of frost, the høyonde commander gains 1d8 temporary hit points and the creature is considered to already have failed one death saving throw.
Turning Defiance. Undead creatures within 15 feet of the høyonde commander have advantage on saving throws against effects that turn undead.

ACTIONS

Multiattack. The høyonde commander makes three greataxe attacks.
Greataxe. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 18 (2d12 + 5) slashing damage.
Ice Block. *Ranged Weapon Attack:* +4 to hit, range 60/240 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage.

Iron Lector

Medium construct, neutral

Armor Class 17 (splint armor)
Hit Points 110 (13d8 + 52)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	10 (+0)	10 (+0)	10 (+0)

Skills Athletics +8, Perception +6
Damage Resistances bludgeoning, piercing, and slashing from non-magical weapons that aren't adamantine
Damage Immunities force, necrotic, poison
Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned
Senses blindsight 60ft. (blind beyond this radius), passive Perception 16
Languages understands the languages of its creator but only speaks words and phrases its creator has taught it to speak
Challenge 8 (1100 XP)

Magic Resistance. The iron lector has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The iron lector makes two greatsword attacks.
Greatsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.
Shout (Recharge 5-6). The iron lector emits a powerful shout. Each creature within a 30-ft. cone must make a DC 16 Constitution saving throw. On a failed save, a creature takes 38 (7d10) thunder damage and is knocked prone. On a successful save, the creature takes half as much damage and isn't knocked prone.

Luck Beetle

Small beast, unaligned

Armor Class 13 (natural armor)
Hit Points 4 (1d6 + 1)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (−1)	10 (+0)	12 (+1)	1 (−5)	7 (−2)	3 (−4)

Senses blindsight 30 ft., passive Perception 8
Languages --
Challenge 0 (10 XP)

Luck. A luck beetle has a +1 bonus on ability checks and saving throws.

ACTIONS

Bite. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 − 1) slashing damage.

A character can catch a luck beetle by succeeding on a DC 22 Dexterity check. While the character carries the luck beetle, the character gains a +1 bonus to ability checks and saving throws. The effect ends, however, if the character commits a selfish or evil act, and if the

character kills the luck beetle the character becomes poisoned for 24 hours and automatically fails all saving throws during that period.

Nocturnal Laughing Squirrel

Tiny beast, unaligned

Armor Class 12
Hit Points 7 (2d4+2)
Speed 30 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (−4)	15 (+2)	11 (+1)	3 (−4)	12 (+1)	9 (−1)

Skills Perception +3, Stealth +4
Senses passive Perception 13
Languages --
Challenge 1/4 (50 XP)

Haunting Laugh. The nocturnal laughing squirrel emits a haunting bark that sounds eerily like human laughter. Any creature within 60 feet that can hear it must succeed on a DC 13 Wisdom saving throw or take 1d4 psychic damage and have disadvantage on the next attack roll or ability check it makes before the end of its next turn.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) piercing damage.

Paralytic Fleas

Paralytic fleas are common in summer months, clustering on animals and in the tall grass. They avoid open areas and trees, and can be avoided simply by climbing a tree.

A cluster of paralytic fleas covers a 5-foot square in winter, spring, or summer months, and a 15-foot square area in summer months. A creature in the area must immediately succeed on a DC 15 Constitution check or be poisoned for 1 minute. A creature who fails the check by 5 or more is paralyzed while poisoned in this way. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a successful save.

Any foul smell will disperse a cluster of paralytic fleas for 10 minutes, and any effect that deals fire, cold, or acid damage destroys a cluster of paralytic fleas.

Frost Crickets

These miniscule creatures carry with them the deadly cold of elemental ice, and close observation reveals wisps of intense cold wafting off of them. Gathering in groups called orchestras, they are noisy but harmless until they amass in numbers large enough to cover at least 10 square feet.

Once they reach this critical mass, frost crickets become a deadly hazard. The faint wisps of cold coagulate to form an icy cloud 10 feet high, filling the area occupied by the orchestra; the cloud's area is heavily obscured. A creature that enters the area or ends its turn there also must succeed on a DC 13 Constitution saving throw or take 9 (2d8) points of cold damage.

An orchestra of frost crickets exposed to an effect that deals fire damage is instantly destroyed.

Phantom Foundling

Small undead, neutral evil

Armor Class 13
Hit Points 82 (15d6 + 30)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	12 (+1)	13 (+1)	15 (+2)

Skills Arcana +4, History +4, Insight +4, Persuasion +5, Stealth +6
Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered
Damage Immunities cold, necrotic, poison
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 11
Languages any languages it knew in life
Challenge 6 (2,300 XP)

Ambusher. The phantom foundling has advantage on attack rolls against any creature it has surprised.
Incorporeal Grasp. While the phantom foundling is grappling a creature it can be grappled, and its damage resistances are inactive. The phantom foundling can become incorporeal again at well, ending any grapple.
Incorporeal Movement. The phantom foundling can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.
Surprise Attack (1/Turn). The phantom foundling deals an extra 5 (1d10) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the phantom foundling that isn't incapacitated and the phantom foundling doesn't have disadvantage on the attack roll.

ACTIONS

Withering Grasp. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 35 (10d6) necrotic damage. If the target is Medium or smaller, it is grappled (escape DC 15) and must succeed on a DC 15 Charisma saving throw or be stunned until this grapple ends. While stunned in this way, the target takes 35 (10d6) necrotic damage at the start of each of its turns.

Swarm of Minitaurs

Medium swarm of Tiny monstrosities, neutral

Armor Class 14
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (−1)	11 (+0)	14 (+2)	4 (−3)	14 (+2)	6 (−2)

Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses darkvision 30 ft., passive Perception 12
Languages --
Challenge 2 (450 XP)

Charge. If the swarm of minitaurs moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 4 (1d8) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be pushed up to 5 feet away and knocked prone.

ACTIONS

Gore. *Melee Weapon Attack:* +2 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer.

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