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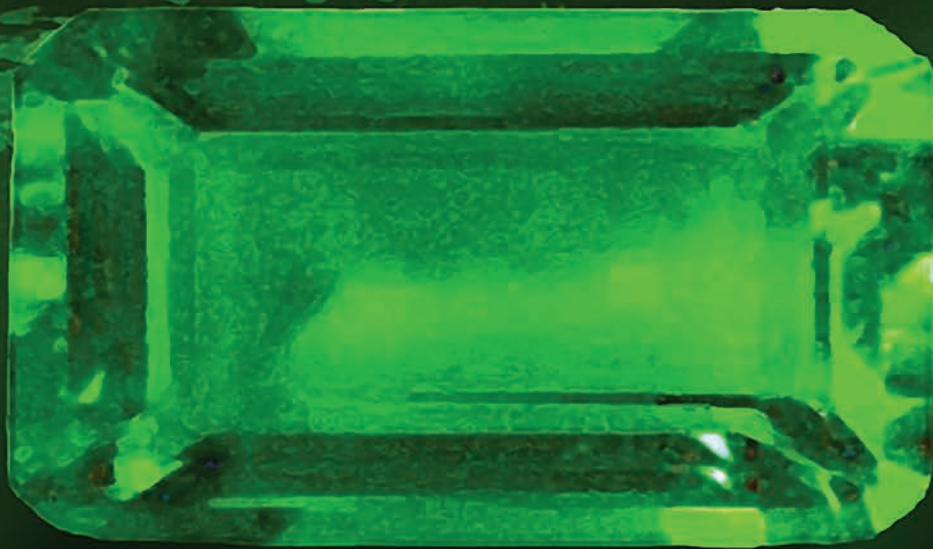


Alagoran's Gem

by Jonathan G. Nelson

4-6 PCs

LEVELS 3-5



ALAGORAN'S GEM

A 5th Edition compatible adventure designed for four PCs of 4th level.

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Adventure Background

Many years ago, a merchant named Alagoran lived in the local village of Irie. Thanks to his shrewd mind, he became filthy rich through many business deals with distant races; some were simply good deals, others more questionable. As time went on, he began to grow increasingly suspicious of others, worried they would steal his wealth. After a break-in whilst away resulted in the loss of thousands of gold worth of treasure, Alagoran decided it was best for him to keep his wealth upon his person, where he could always keep an eye on it. He searched far and wide for an investment which could be safely carried with him, wherever he may go, and one day, at the entrance to an old cave system not far from his home, he met with a strange dwarf. The dwarf brought forth a gemstone to trade for the man's silver, gold, and platinum. After having the huge gemstone carefully inspected and appraised, Alagoran agreed to the trade, naming the gem "Alagoran's Gem".

Rumors quickly spread of Alagoran and his rare gem, bringing scoundrels and treasure-hunters from all corners of the realm to watch the merchant and his stone, and worse. Alagoran quickly realized he had to do something about it, and sold his mansion in town, intent on getting away for good. Using the money to hire the best masons and trapsmiths in the land, Alagoran located the small cave entrance where he had met the dwarf years before and began work building a vast dungeon. The structure would be an impenetrable vault and every nook and cranny would be filled with traps to protect his wealth. After years of living amid the construction, the dungeon was complete. Finally, Alagoran would be left alone.

Here it was that Alagoran lived for many more decades, continuing to amass his riches from his existing trading agreements. A single local merchant made the journey to the dungeon once per month to drop off food and packages, meeting Alagoran outside. No one knows exactly how Alagoran died, but one day he stopped showing up for his monthly meetings, never to be seen or heard from again. Within the year, there were rumors of the vast treasure within Alagoran's Dungeon and the rare gem which must be hidden somewhere deep within.

Adventure Hooks

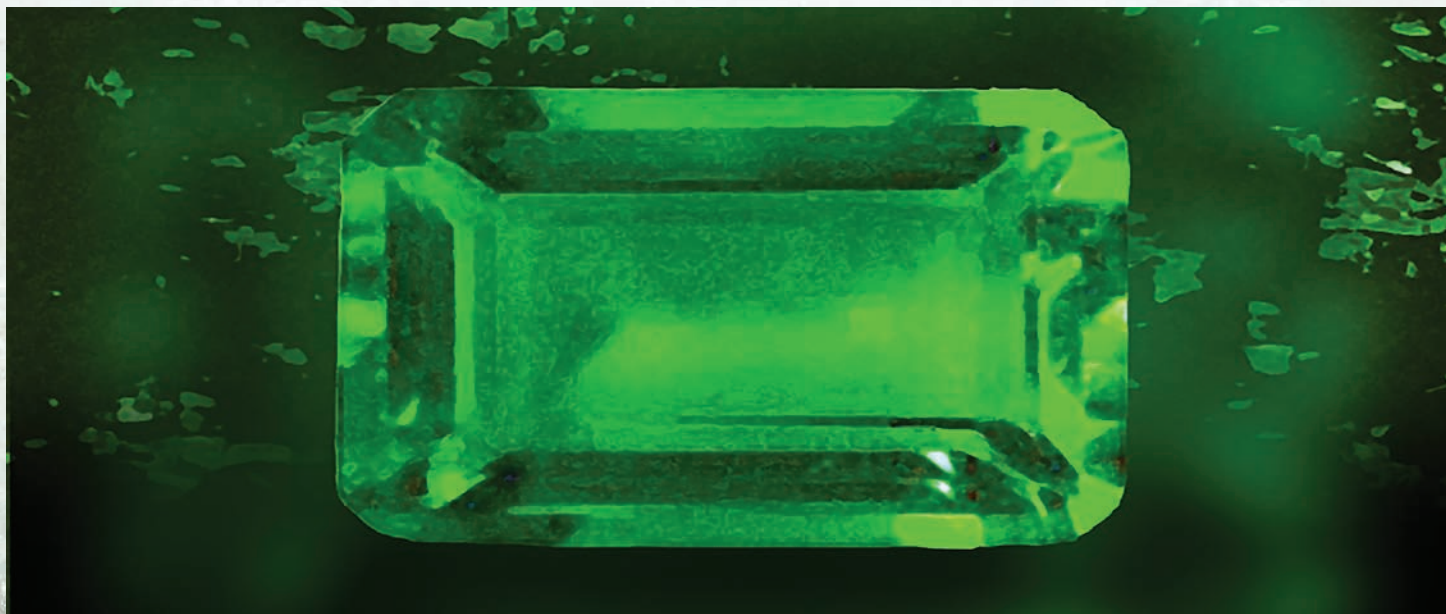
The following are a variety of hooks which you may use to pull your players into the adventure. It is suggested that you read through these in advance and choose one which works well for your players and the status quo of your campaign.

1. A dwarvish gem collector named Skaran arrives in town, brought to the area by the rumor of an extremely large and rare gem. He believes this item may have historical significance, and might be a gem once used by the kings of old to buy the assistance of an army of dwarves from deep below the earth during a dire war. If this "Alagoran's Gem" was one and the same, the value to some collectors could be beyond comprehension. Obviously Skaran will not willingly mention these details to the PCs, instead stating that he is "a collector of fine gems and jewelry". Skaran will offer the PCs 1,000 gp for the retrieval of the gem, and another 2,000 should the gem prove to be what he is looking for.

2. While the party has overheard many tavern rumors of a dungeon filled with boundless treasure, most of them turn out to be nothing more than exaggerations. Treasures guarded by monsters so vague and fearsome that none have ever returned, or have never existed at all. However, one rumor catches your ears, "The dungeon which holds Alagoran's Gem, the rarest stone in all the land," is as interesting as it is specific.

3. Whilst traveling the countryside, the party happens upon a small stone door in the side of a cliff face. Upon further investigation they find it to be the entrance to a vast dungeon. What great treasures might be found inside?

4. A local merchant hires the party to retrieve Alagoran's Gem, the rarest gem in all the land. The merchant knows of the location of the dungeon after delivering supplies to Alagoran for many years. She asks that you keep her secret; for if others knew what she was doing, they'd want to cut in on the deal and everyone would lose out!



Adventure Synopsis

The adventurers brave a dungeon filled with monsters and traps in an attempt to retrieve Alagoran's Gem, a fabled gem of great size and incredible value. Will they retrieve the rare gem or meet their end?

Recommended Reading

Before you begin this adventure, it is recommended that you and your players read the following article. This will help you to better understand the old school style of gaming and what Gary Gygax intended for the game.

[The Rot Grub: Gary Gygax Himself, On the Old-School Style of Gaming](#)

Alagoran's Dungeon

Alagoran constructed his dungeon using the best architects, trap builders, and monster hunters in the land. Together they built an impenetrable vault within which Alagoran could protect his rare treasures and acquisitions. Not only was it guarded by traps, walls and beasts, but Alagoran had the builders include mind-bending puzzles of his own designs, and many secret passages so he could come and go as he pleased. Alagoran named himself lord of his dungeon and hoarded his wealth with a paranoia bordering on insanity, until the day of his death.

After Lord Alagoran passed away, the dungeon began to change. Tectonic activity opened new passages, some leading to caves where monster tribes made their homes. Burrowing creatures from the Underworld found their ways into the tunnels, granting access to the upper chambers, and many adventurers attempted to brave the gauntlet of traps only to meet their demise.

Today, many of the monsters and Underworld creatures which once lived here have come and gone, whilst others have stayed (some no longer living). The dungeon, although aging, is still dangerous, and most of the traps and puzzles still function as well as they did the day they were built.



C01: Alagoran's Dungeon - Informational Key

Walls: All walls are standard masonry.

Floors: All floors in the dungeon are Flagstone. Like masonry walls, flagstone floors are made of fitted stones, they are cracked and only somewhat level.

Ceiling: The average height of the ceiling in the dungeon is 15 ft. although some rooms (such as 12) are much taller and described accordingly.

Doors: Unless noted in a door's entry, all doors in the dungeon are made of wood.

Light: A light source is required for characters to see without darkvision.

Ventilation: All rooms contain an adequate air supply. The air is renewed from small vents leading to the exterior of the dungeon. These vents are individually too small for any but Tiny creatures to navigate.

I. Main Doors to Alagoran's Dungeon

The entrance to Alagoran's Dungeon is protected by two huge double doors emblazoned with the symbol of ivy wrapped around a staff. The doors were unlocked by thieves long ago, but they are still trapped which prevents many unwanted trespassers from gaining entry. Not only does a magical spell normally resets this trap within 1d4 hours of being sprung, but it triggers on both sides of the door so those seeking to exit the dungeon may also encounter a terrible surprise.

Bypassing the trap: If the **gold key** found in **area 3** is carried this trap will remain dormant whilst the PC carrying the key is within the trigger area, after which point it will then instantly rearm itself. The PC carrying the **gold key** must use it to 'unlock' the door in order to temporarily disarm the trap for 1d4 hours.

Door Spikes

DC 16 **Wisdom Perception** Check notices the trap.

A DC 15 **Intelligence (Arcana)** check is required to disarm the trap. If the trap is sprung, 4 bones spikes spring from the door impaling anyone standing within 5' of the door. This trap functions on both the exterior and interior of the door. Each spike makes an attack roll at +5 and on a successful hit it does 1d6 piercing damage. The trap automatically resets after 1d4 hours or after the keyholder leaves the trigger area.

Alternate entry hidden by shrubbery

17

18

19

21

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19

KEY



ARROW TRAPS



PIT TRAP



REFUSE CART TRACKS



SECRET DOOR



FALSE DOOR



LOCKED DOOR

1 stagnant water

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pool of acid

Gem Hidden in rubble

Lord Alagoran's Statue

Giant Stone Ball

river of lava

bridge with gap

refuse pile

Stone Mask Traps

Alternate entry hidden by shrubbery

stagnant water

pool of acid

Gem Hidden in rubble

Lord Alagoran's Statue

Giant Stone Ball

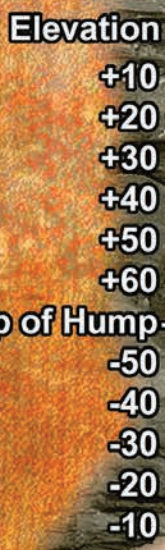
river of lava

bridge with gap

refuse pile

Stone Mask Traps

Alternate entry hidden by shrubbery



North

ONE SQUARE = 10 FEET



ALAGORAN'S GEM

2. Entrance

The doors to the dungeon open inward, pushing years of dust and cobwebs into the air. The strong smell of rot and mildew assaults your senses. It is quite dark inside, but enough light trickles in to reveal an old suit of armor positioned squarely in the center of the room. This alcove is 10' x 10', the walls of the dungeon are constructed of large, fairly uniform stones. The floor is flagstone which is loosely fitted, the stones are cracked and only slightly level. A set of double doors are located on the south wall behind the suit of armor.

Upon entering this small alcove, the suit of armor (actually a Skeletal Champion wearing full plate) will ask the party a simple question. "What is your full name?"

If the PCs are native to this region they may attempt an **Intelligence (History) check DC 15** to glean the name of the lord whose dungeon this once was. The correct answer to appease the magic sentry is "Lord Tanis Raltolu Alagoran".

If one of the PCs answers correctly the skeletal knight will pass his blade to the PC. The blade is a Longsword +1. The knight will then open the door to room 3 for the party.

If one of the PCs answers incorrectly (they only get one guess), the skeletal knight will attack.

Combat

Skeletal Champion; Encounter XP 450;



Skeletal Champion

Medium undead, neutral evil

Armor Class 18 (full plate armor scraps)

Hit Points 13 (2d8 +4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands Common but can't speak

Challenge 2 (450 XP)

ACTIONS

Multiattack. The skeletal champion makes two attacks.

Longsword. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. *Hit* 1d8+2 slashing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, ranged 150/600 ft., one target. *Hit* 1d8+3 piercing damage.

3. Entry Hall

This room is decorated with a once-fine red rug, now threadbare and rotten. Much of the rug is now covered in a thick layer of black mold and mildew. Any creature that walks on the rug must make a **Constitution Saving Throw DC 12** or become poisoned for 1d4 hours.

A tapestry hanging on the wall depicts a man in fine clothing holding a staff around which is wrapped a dark green ivy. The man in the portrait smiles as if keeping a secret. Indeed he does, for if a search of the wall directly behind the tapestry (**Wisdom (Perception) DC 15**), or a standard search of the room (**Intelligence (Investigation) DC 15**) is successfully performed, a small groove in the flagstone wall can be found. When pulled upon, a small niche opens up revealing a **gold plated key**. The key itself is worth only 5 gp, but **opens two treasure chests in room 13** as well as **all locked doors** within the dungeon and protects the bearer from the effects of the **Door Spike Trap in area 1**, the **Alagoran Statue Trap in room 6**, and the **Magical Doors in room 6**.

If the door to the south is touched a Magic Mouth appears upon the surface. The Magic Mouth states the following:

"If you are a member of my family you are welcome within. Make sure that you hath brought along my personal journal so that you may avoid perils and pitfalls. If you do not heed this advice, I am not responsible for your injury or death. This dungeon was built by the best masons and trapsmiths in the land. All that enter this dungeon do so at their own risk. If you are not a member of my family, the Alagoran Family, and do not possess my journal then your fate is

sealed and your death is certain. You shall never steal my riches nor the Alagoran Gem. But, this is a game of wits, and I challenge you to succeed - for if you do, I stand corrected and the gem is yours, for you hath bested me."

The door to **room 6** is locked.

4. Green Slime

A **green slime** clings to the ceiling of this room. A **Wisdom (Perception) DC 20** can spot the green slime on the ceiling before it starts dripping.

This room has a false door on the west wall designed to lure nosy adventurers and treasure hunters to their doom, for immediately above and coating the entirety of the ceiling is a thick layer of Green Slime which drips down upon any intruder once they have passed the center of the room.

Combat

Green slime, See the official entry for the full green slime stats.



5. Electrified Water

This room contains a 3 inch deep pool of stagnant water. Three small stone steps lead down into the pool and three similar steps ascend to a false door located opposite.

A magical orb attached to the ceiling gathers static electricity and local natural energy output over long periods of time, then releases it whenever anyone steps into the pool of water. Since water is a perfect conductor of electric energy the current is intensified and creates an arc which cycles the energy through the individual until completely dissipated or absorbed by the individual's body.

Electricity Trap



A **DC 17 Wisdom (Perception)** notices the trap. A **DC 15 Intelligence (Arcana)** disables the trap. A **DC 15 dispel magic** also disables the trap. The glass orb on the ceiling absorbs naturally occurring static electricity and contains the energy within the orb until discharged. The stagnant pool of water acts as a perfect conductor once the trap is triggered. Anyone stepping into water triggers the trap causing the orb to discharge electricity into the room. Anyone standing in the pool must succeed on a **DC 15 Dexterity saving throw** or take 3d6 lightning damage on the first round and an additional 1d6 lightning damage each additional round they remain in the water as the electricity arcs between the water and targets. On a successful save the target takes half damage but still takes the additional damage each round they remain in the water. This trap automatically resets once all creatures in the water are dead or all creatures have exited the water.

The door on the opposing wall is false and does not open. A **DC 13 Strength check** can rip the false door off the wall to which it is attached.

6. Guardian Statues

The entrance to this room is locked. With a successful **Dexterity DC 15 check** or the gold key from room 3, the door can be unlocked.

Upon entering this room, the first thing you notice are the massive statues looming above. One is fashioned after the supposed lord of this dungeon, Lord Alagoran, who again holds the staff wrapped tightly with ivy. The other figure is a beauty of a woman wearing elegant yet revealing clothing. She appears to be staring at the lord with a look of awe and respect, maybe a little lust as well, although it is hard to tell what the artist or his employer were

thinking when they designed this.

The ceiling here is much higher than the previous rooms, some 60 feet up to make room for the two giant statues which seemingly guard the doors to the south. There is nothing else within this room.

There are **two pit traps** and **four poison arrow traps** in this room which are clearly marked on the dungeon map. There is also **one magical trap** located on the statue of Lord Alagoran.

Skill Check

Wisdom (Perception) DC 10 = Read Aloud:

You notice that the floor tiles directly before each statue are heavily cracked.

GM Note: The “cracked” tiles are simply a ruse to encourage trespassers to avoid them thus stepping directly on the tiles marked as pit traps on the map.

Spiked Pit Trap

A successful **DC 20 Wisdom (Perception) check** reveals the trap. The trap can be disarmed with a successful **Dexterity check DC 20** using thieves’ tools. The trap is triggered whenever anyone steps on the area above the trip. Any creature that triggers the trap must make a **Dexterity saving throw DC 15** to avoid falling into the trap. Any creature that falls into the trap takes 1d6 bludgeoning damage from the fall and an additional 1d6 piercing damage from the spikes. A creature that succeeds on the **Dexterity saving throw** avoids falling into the pit.

Poison Arrow Trap

A **DC 21 Wisdom (Perception) check** notices the trap. A successful **Dexterity check DC 18** using thieves’ tools disarms the trap. The bricks on the walls are poorly set and unevenly spaced hiding a poison arrow trap. When a character triggers the trap by walking in front of the trap, the character must succeed on a **DC 15 Constitution saving throw** or take 1d4 piercing damage plus 3d10 poison damage. The character struck becomes poisoned as per the condition.

Two of these traps are located on the west wall and two on the east wall. Each must be disarmed separately.

Alagoran Statue Trap

A **DC 25 Wisdom (Perception) check** reveals the trap.

A successful **DC 25 Intelligence (Arcana) check** is required to disarm it. Any character approaching within a 20 ft. cone of the north side of the statue is attacked by the statue’s acid arrow attack. Alagoran’s Statue fires a magical arrow attack with an attack roll of +7 and does 10 (4d4) force damage immediately and an additional 5 (2d4) force damage at the start of the character’s next turn. The statue can use this attack once per round against any one target within range until its charges are expended.

A larger than life statue of Lord Alagoran stands before you. He is dressed in elaborate clothing and his eyes seem to sparkle.

The statue of Lord Alagoran has a magical trap which is triggered whenever anyone approaches within 20 feet of the statues **without the golden key from room 3**. The trap fires an acid arrow from Alagoran’s right eye with uncanny accuracy (originally all four statue eyes were enchanted thusly, but the other three eyes have expended all their charges). The trap is triggered whenever anyone comes within 20 feet and is within visual range of the statue (90-degree arc centered on the head of the statue and facing north.)



Magical Double Doors

After bypassing the two pit traps, four poison arrows, and the magical acid arrow trap, the PCs will approach double doors leading to the south. The doors, luckily, are unlocked and are not trapped, or so they think. There is a keyhole in the west-most door and if the **golden key** is inserted in this prior to opening, the doors will open as normal.

If the key is not inserted, an powerfully masked magical trap, one masked with additional powerful magic, will be triggered, blasting the party with a surge of arcane energy and knocking everyone backwards 10' into the two pit traps, unless they succeed on a **DC 16 Dexterity saving throw**. Even if the save is passed, the magical energy also triggers all magical items which utilize charges carried by the PCs (except items kept in an extra-dimensional pocket such as a bag of holding). Every magical device with a charge, be it weapon, armor, wand, or wondrous item will immediately discharge a single charge. A magical device which has multiple functions will perform one of its listed effects at random.

Example: If a weapon such as a sword normally bursts into flames when activated it would do so, perhaps burning its own sheath and maybe the owner as well. All potions, scrolls, or other single use items will also be effected and become useless.

7. Mushroom Forest

Skill Check

The entrance to this room is locked. A character may unlock the door with a successful **Dexterity check DC 15**, or use the gold key from room 3.

Walking into this room is like walking into a lucid dream. It is quite warm and a thick mist drifts towards you, drawn to the open door through which you came. The floor is covered in dirt and decaying organic matter. Huge mushrooms rise up all around you like a forest; slightly translucent white and black puffballs fill the floor, bulging with spores ready to burst free.

Small insects buzz about as the PCs enter, swarming and landing on any person with exposed flesh. They don't bite and are simply drinking sweat and eating salt, but the PCs don't know this and their fears should be encouraged. The swarm of bugs serves as a distraction, imposing disadvantage on any character who fails a

DC 12 Constitution saving throw. As they deal with the insects read the following:

Suddenly dozens of centipedes begin to swarm up out of the earth all around you!

Combat

(4) **Swarm of Insects; Encounter total XP 400; Adjusted XP 800; Easy;**

If a player does not mention that his or her character is specifically avoiding the puffball fungi in the room (this requires them to decrease speed to 1/4 movement), there is a 15% cumulative chance per 5' square they will step on a puffball, launching Puffball Spores into the air in a 5' radius around the PC. There is an equal chance of stepping on either a White or Black Puffball.

White Puffball Spores

When stepped on white puffballs scatter their spores in a large puff. If inhaled, the creature must succeed on a **Constitution saving throw DC 12** or have their Hit Point maximum reduced by 1d6. The effected creature makes a saving throw each round, continuing to have its Hit Point maximum reduced for the next 6 rounds. A successful saving throw stops the effect, but the creature's Hit Point maximum doesn't return to normal until the creature takes a short or long rest.

Black Puffball Spores

When stepped on black puffballs scatter their spores in a large puff. If inhaled, the creature must succeed on a **Constitution saving throw DC 12** or fall asleep for 1d10 + 10 rounds. The effected creature makes a saving throw for the next 6 rounds or risk falling asleep. A successful saving throw stops the effect, but creatures that fall asleep do not wake up until another character spends an Action to wake it or the sleep effect expires.



8. Sealed Cave

This small cave was once connected to the surface by a large cave system populated during parts of the year by a tribe of nomadic ogres. One day, a few of the ogres decided to explore and, after digging, found the exterior walls of this dungeon. Curious as to what was on the other side, they began to smash and bash their way through. Although it took many days to break through, the ogres eventually succeeded and entered the dungeon. Along with the ogres came their filth, dirt, and mushroom spores which began to grow relentlessly on the trash and refuse left in this room after Lord Alagoran passed away. The ogres visited the dungeon each time they stayed in the area, but one day there was an earthquake and the ogres were trapped within the dungeon as the original entrance had caved in, blocked by many, many feet of rocky debris and boulders. Luckily for the ogres, they were able to feed off the mushrooms and centipedes, who in turn fed off the ogre feces, causing the formation of a symbiotic relationship.

Only two **ogres** remain from the original group that entered the cavern.

Combat

(2) ogre; Encounter total XP 900; Adjusted XP 1,350;
Medium;



If the ogres have the chance to eat real meat again after all these years, they will jump at it. If the ogres hear any noise while the PCs are in area 7 they will investigate and attack the intruders. Otherwise the PCs will first encounter the ogres when entering this cave.

A few disgustingly filthy furs line the floors, infested with lice and ticks. The smell of rot is strong in this room and the skulls of rats decorate one small natural shelf in the cave (a trophy to better times prior to the elimination of all rodents in this section of the dungeon). The ogres have little of value and are carriers of parasites and disease.

Dysentery

Dysentery is a broad family of intestinal afflictions caused by everything from bacteria to viruses to parasitic worms, leading to dehydration and occasionally death. Characters who are exposed to dysentery through contact with an infected person, septic water, or injury from a weapon coated in excrement must make a **Constitution saving throw DC 16** or be diseased. Characters begin to feel the effects of dysentery after 1d3 days. After the character becomes symptomatic, its Hit Point Maximum is reduced by 1d6. Each day the creature may make a **Constitution Saving Throw DC 16**. After two successful saving throws character overcomes the disease. If the character's Hit Point Maximum is reduced to 0, it dies.

9. Long Hallway

Skill Check

The entrance to this room is locked. A successful **Dexterity check DC 15** will unlock the door, or it can be opened with the gold key from 3.

This long hallway was created to move garbage and other refuse as far away from the livable areas of the dungeon as possible, so as to minimize the stench and keep the place sanitary. Lord Alagoran chose to install traps throughout this corridor and have them activated upon his death so as to give the false impression that treasure or other valuables lie ahead. Unfortunately for the PCs, the only thing that lies ahead are a slew of magic arrow traps followed by a trolley system which originally was used to dispose of refuse, but will now be used to dispose of the PCs! First things first, they must deal with this hallway.

Magical Arrow Traps

A successful **DC 15 Wisdom (Perception) check** is required to notice each arrow trap. If the PCs successfully locate one of the traps, then they should have advantage on locating subsequent traps in this corridor. Disarming the traps requires a successful **DC 18 Dexterity check**.

Every 10 feet there is one arrow trap on both sides of the corridor. Each arrow is imbued with a different spell to make progression through this area a major pain and tax on party resources. If tripped, the trap fires a single arrow with a +5 to hit and does 3 (1d6) damage plus the effects of the spells on a successful hit. The save DC for spells that offer a saving throw is 14.

Each arrow requires three steps:

1. Roll attack vs. PC
2. Roll damage (if hit)
3. Apply spell effect (if applicable save failed)

Arrows 1 and 2 Color Spray

Arrows 3 and 4 Sleep

Arrows 5 and 6 Magic Missile

Arrows 7 and 8 Fear

Arrows 9 and 10 Ray of Sickness

Arrows 11 and 12 Acid Splash

Arrows 13 and 14 Blindness/Deafness

If the PCs are able to disassemble the arrow traps and extract the arrows, they may utilize them and their spell-like effects as long as used within the confines of the dungeon. As soon as they exit the dungeon (even if just briefly), the magical energy is immediately dispelled.

*Once per week, on the day of the Moon, at the stroke of midnight, the arrow traps automatically disarm and subsequently rearm 1 hour later.

At the end of the hallway is an unlocked door which opens into the trolley track in area 10.

10. Trash Trolley

Upon opening this door you see a tight track made for mining carts. A single cart sits upon the track, which is positioned in such a way that the cart leans back toward you, prepared to somehow make its way up a very steep incline. The tracks disappear into the darkness beyond your range of vision. Climbing into the corridor seems nearly impossible as footing is dangerous with holes in

between every slat of the elevated track and a steep incline with nothing to grab save a smooth, slick metal mining cart track.

The small cart has a lever and pulley system that moves the cart up the track. You have a couple choices; either climb up by hand and risk falling backwards down the entire track or ride in the cart.

Skill Check

A successful **Strength (Athletics) or Dexterity (Acrobatics) check DC 14** is required to climb the track.

Failure results in a fall and the character takes 1d6 damage for every 10 feet it falls.

When the cart's pump arm is used, the cart moves 4 feet per round whilst traveling upwards. When leveling out, the speed doubles to 8 feet per round, and finally once going downhill on the other side increases to 60 feet per round before slamming into a stop at the end of the track and dumping the entire crew overboard into the 40 foot deep refuse pit below.

10a. Refuse Pit

This pit of vile refuse is a culmination of years of dumped refuse brought here by Lord Alagoran's servants. Lord Alagoran placed a young **otyugh** here which has now grown into a full adult. He figured it would deal with any adventurer's or thieves foolish or foolhardy enough to wander this far in search of his treasure.

There are a few copper pieces buried deep in the filth and turning green with exposure to years of decomposing trash juice. There is also a diamond engagement ring which was lost by visiting friends and ended up in the trash. In fact those same friends had a daughter Olivia which through a strange twist of fate ended up with the very family journal mentioned within this adventure. The diamond engagement ring is worth 100 gp to a local merchant, or 500 gp to a dealer in fine jewelry or gems due to the particularly rare variation of diamond.

Combat

Combat: otyugh; Encounter total XP 1,800; Hard;

Skill Check

Wisdom (Perception) DC 10 to find copper pieces

Wisdom (Perception) DC 20 to find diamond engagement ring

II. Circular Room

This room contains three separate sections. Each section is circular and is able to move freely and independent of the others.

These circles are flush with the floor tiles and very difficult to spot (**Wisdom (Perception) DC 20**).

The way this room works is as follows:

1. Once all the PCs have entered the room and converged on the middle circle the trap will engage. The trap also has a fail-safe activation mechanism should the PCs attempt to divide themselves and span the entirety of the room. Should this happen, as soon as a PC stands on the outermost circle near any two exits, the trap automatically engages.

2. Once engaged, the outermost circle lowers into a pool of acid. A PC falling into this acid will fall 40 ft (2d6 falling damage into acid) and take 8d6 acid damage the 1st round, 10d6 the 2nd, 12d6 the 3rd, and so on, as the burning effect reaches the softer tissues and organs under the skin. Characters may attempt a **DC 15 Dexterity saving throw** and if successful they grab the edge of the platform avoiding a fall into the acid below.

3. At the same time this outer circle lowers, the innermost circle rises revealing a doorway through which 5 starving ghouls are unleashed upon the party.

4. As soon as the ghouls leave the safety of the small room and doorway they trip a trigger which activates a nozzle built into the ceiling. This nozzle sprays a fine mist of rotten boar's blood over everything in the room. (**Constitution saving throw DC 10** or be poisoned for 1d6+2 rounds)

Those who are poisoned miss their initiative the first round and as well as having disadvantage on initiative, attacks, skill checks, and saves until the vomiting has subsided.

The smell of blood drives the ghouls into a frenzy and will attack the party with unbridled ferocity. (**Frenzied Ghouls**: Advantage on Strength checks and Strength saving throws and +2 damage on melee attacks.)

5. The only way to continue through the room is to reset the trap. A **Wisdom (Perception) DC 18** locates a small button on the ceiling of the room inside the central platform. The PC that presses the button will be trapped inside the small structure, which descends rapidly into the floor. The PC immediately begins to suffocate and will die if not rescued. (See rules for suffocation).

6. When the trap is reactivated, the PCs is freed, but the party is again left with a situation in which they cannot exit the room. Crafty PCs will attempt to use a stick or worthless sword (maybe a ghoulish limb?) to press the button from afar. The doors will slam shut on the apparatus and return the floor to normal. The PCs may exit the room and the trap will cease functioning from this point forward. (*Unless a vindictive GM has other plans. Mwa ha ha!*)

Combat

(5) ghouls; Encounter total XP 1,000; Adjusted XP 2,000; Deadly;

The door on the Northeast wall is locked: A successful **Dexterity check DC 15** with thieves' tools is required to open the door. It can be opened with the gold key from 3.

I2. Platforms over Acid

This door opens onto a stone platform in a large natural cave which has been hollowed out by an enslaved subterranean burrowing creature. This creature used its powerful digging ability to excavate this room for Alagoran. Once it was done the cave was filled with acid using a *decanter of endless acid* (the acid flowed through a small passage into area 11 as well), killing the creature, followed by the wizard controlling it. Alagoran got his money's worth with this one.

The ceiling is about 50 feet above the platform and the acid 50 feet below. Opposite the entrance is another stone platform, about 80-90 feet across. Between the two stone platforms are a series of wooden disks suspended from the ceiling by thick steel chains. The disks are about three feet in diameter and about four feet apart. The chains are attached to the disks at the center and the disks are able to swing freely and independent of one another. When weight is placed upon any part of the disk the disk will tilt dumping the unfortunate occupant into the acid below effectively ending their life. (Unless they can escape bubbling acid which causes 8d6, 10d6, 12d6 and increases by 2d6 per round until the adventurer's bones are nothing but vapor.)

To leap from disk to disk is very dangerous. Agile characters will be the best at crossing this room whilst wizards decorated in fine robes and dragging massive staffs through the corridors of Alagoran's Dungeon will likely be fed to the acid gods.

To cross these disks one must succeed on a successful **Dexterity (Acrobatics) check DC 12**, the DC increases by 1 point for every 10 lbs. a character carries regardless of strength because the disk tilts that much more. For characters over 150 lbs. prior to adding gear deal out a +2-+5 increase on the DC at your discretion.

The PCs must also succeed on a **Strength (Athletics) check vs a DC of 14** to leap from disk to disk. A great amount of strength is required to pull oneself onto a tilting wooden disk and then leap through the air four feet to the next. Acrobatics are required to leap in the proper direction and also to hold one's balance upon arriving on the next disk.

Failure on either of the two checks causes the PC in question to slip and fall toward the acid. They will receive one final check (a **Dexterity saving throw DC 14**) in order to recover. If they fail this they fall straight into the acid and will surely die unless their comrades have some magic at their disposal to lift them out. Even with this the PC will still suffer the initial 28 (8d6) acid damage and perhaps another 35 (10d6) acid damage the following round,

doubtful anyone will survive this.

This room is warm and a small stream trickles down one wall causing a horrible hissing sound and noxious vapors to arise from the middle part of the room. Characters passing through these noxious vapors must succeed on a **DC 14 Constitution saving throw** or become poisoned until they are clear of the vapor (2 disks away from middle of room).

After crossing the dangerous path in room 12, the PCs arrive just outside the door to room 13. As soon as a PC steps up to the door they will trigger a spring-loaded panel which will toss that PC into the acid below.

Decanter of Endless Acid

Wondrous item, very rare

This large flask sloshes when shaken and weighs 2 pounds.

You may use an action to remove the stopper and speak one of two command words, whereupon an amount of acid pours from the flask.

- “Spray” causes the flask to splatter one creature with acid. The target must succeed on a **DC 15 Dexterity saving throw** or take 9 (3d6) acid damage.
- “Geyser” produces an endless stream of acid that gushes forth until the command word is spoken again. Otherwise, the decanter continues to flood whatever space it is in with acid. Anyone falling into a pool acid must make a **Dexterity saving throw DC 15** or take 28 (8d6) acid damage on the first round, 35 (10d6) on the second round, 42 (12d6) on the third and so on.



Spring-Loaded Panel

A successful **DC 14 Wisdom (Perception) check** reveals the trap. The trap can be disarmed with a successful **Dexterity check DC 16** using thieves' tools. The trap is triggered whenever a character steps up to the door. The character must succeed on a **DC 15 Dexterity saving throw** or be thrown off the platform and into the pit of acid. On a failed saving throw, the character lands in the acid taking 7 (2d6) bludgeoning damage from the fall and 28 (8d6) acid damage on the first round, 35 (10d6) on the second round, and so on, increasing by 2d6 every round.

Developers Notes: Death of a PC

This is a classic-style adventure wherein characters which blindly or witlessly ventured into exotic locations could easily meet their end. Whilst newer versions of the world's oldest roleplaying game tend to look down upon slaying PCs outright, in the end it will give your players a better understanding of the true dangers involved in adventuring. The array of abilities and spells which your player's PCs have at their fingertips should be more than enough to overcome the difficulties encountered within this dungeon should the players simply expend the time and energy to think things through.

You may begin to see your players behave differently upon the conclusion of this adventure. They may think things through and work as a team in order to survive, which ultimately is at the core ideals which Gary Gygax and Dave Arneson introduced in the world's oldest roleplaying game.

If a PC dies, hand your player a blank character sheet or have them use a random character generator to create a character one level lower than their “lost PC”. This character may show up in 1d4x10 minutes of game time, perhaps as a brave solo adventurer or explorer within the dungeon.

13. False Treasure

Skill Check

The door to this room is locked: **Dexterity DC 18** to open. It can be opened with the gold key from 3.

A room filled with gold pieces awaits the PCs; 3,426 gold pieces to be exact. These are actually worthless pieces of scrap metal shaped into featureless coins and dipped into a gold paint (**Wisdom (Perception)** or **Intelligence (Investigation)** DC 15 to notice.)

In addition, there are three large treasure chests lining the back wall.

Upon entering the room a Magic Mouth spell is activated. It appears on the back wall above the chests. The voice is again that of Lord Alagoran who says:

“Congratulations! You hath found my treasure and are obviously a member of my family. Should you not be a member of my fine family and noble bloodline, you can only be true adventurers, as brigands and thieves would never make it this far.”

*“If you have come for my gem, you may only possess it should you open the **right chest**.”*

Alagoran is actually speaking in riddles. The “chest”

Alagoran speaks of is in fact the chest of his own statue in area 28 which must be depressed in order to open the secret door to area 29 where Alagoran’s Gem actually awaits.

Quick players will probably decide that by “right chest” Alagoran means the one on the far RIGHT of the room (the eastwardly most chest). After the snake is freed from stasis and the PC badly injured or killed, the PCs will realize their mistake. The PCs find that none of these chests contain the gem and this is not Alagoran’s Treasure room at all.



Three Chests

These three chests are outwardly identical and are equally spaced apart from one another, lined up symmetrically with the floor tiles and room.

Each chest is locked. Chests 1 and 2 may be opened using the **gold key from area 3** or with a **Dexterity DC 20**. Chest 3 has no key and may only be opened with a successful **Dexterity check DC 15**.

Chest 1 (Left): A Ring of Resistance (Poison) and a small pouch with 2 gold.

Chest 2 (Middle): 50gp and a Flame Tongue Dagger.

Chest 3 (Right): Poisonous Snake (in stasis until opened) automatically hits anyone opening the chest before turning to dust. The snake’s bite is incredibly venomous, and the character must make a **DC 10 Constitution saving throw** or die. On a successful Constitution saving throw the character that the snake bit has its Hit Point total reduced by 1d10. If this reduces the character’s Hit Point maximum to 0, the character dies. The character’s hit point maximum returns to normal after a long rest.

14. Falling Floor Tiles

A rectangular room with stone floor tiles each of which are exactly 10’x10’. Tiles marked with an X on the map indicate those which (when stepped upon) instantly fall through the floor and drop 50’ into acid which covers the entirety of the space below this room. This is the same acid found in areas 11 and 12.

Any PC falling into the acid takes 2d6 damage from the fall (fall damage is reduced due to liquid impact as opposed to solid ground). The acid immediately begins to dissolve the PCs clothes, items, and flesh causing 8d6 damage the first round, 10d6 the second, 12d6 the third, and so on. Any items which touch the acid immediately begin to sink and dissolve. There is no way out of the acid pit other than climbing back up through the hole through which the PC fell.

The tiles in the direct center of the room on the path traveling north-south are completely safe to walk upon and do not collapse. This is to provide a path for the giant stone boulder in room 15 to follow.

Pit Trap

A successful **DC 20 Wisdom (Perception) check** reveals the trap, a 10 ft. x 10 ft. pit. The trap cannot be disarmed only avoided. The trap is triggered whenever anyone steps on the area above the trip. Any creature that triggers the trap must make a **Dexterity saving throw DC 15** to avoid falling into the trap. Any creature that falls into the trap takes 2d6 bludgeoning damage from the fall and the acid cause 8d6 acid damage on the first round, 10d6 on the second round, and so on, increasing by 2d6 every round.



Once triggered, a mask will fire all darts at once, targeting anyone in a direct path between the mask and the west wall. The darts are propelled with enough force to strike even those crossing the wall should another PC accidentally trigger them.

Poison Dart Trap (12 per mask)

A **DC 21 Wisdom (Perception) check** notices the trap. A successful **Dexterity check DC 18** using thieves' tools disarms the trap. Each mask contains 12 poison darts that fire simultaneously with a +6 to hit. On a successful hit, the character takes 1d4 piercing damage and must succeed on a **DC 15 Constitution check** or take 16 (3d10) poison damage on a failed saving throw or half that amount of damage on a successful save.



15. False Gem

A circular room hosting a stone pedestal upon which rests a stone pedestal upon which rests a finely carved gem. If one looks up (**Wisdom (Perception) DC 15**) they will spot a huge smooth stone boulder being held in place by braking mechanisms, the stone is poised to drop. If someone takes the gem without replacing it with something weighing an equal amount (1-2 lbs.) in the same round, the stone pedestal drops into the floor and the huge boulder is released (a la Raiders of the Lost Ark) and rolling forward at a rate of 40 ft/round, following the north-south path in area 14. If any PC fails to outrun the boulder, they are crushed for 4d10+10 damage. If a PC steps off the path onto a stone tile pit trap in area 14 they will fall. Do not give the PCs time to decide what tile they jump onto as this will be a frantic moment. Instead roll 1d20 and add the total of their intelligence and dexterity modifiers to the roll to beat the DC below. Success allows the PCs to jump to any square they decide. Failure indicates a leap to a random square.

Quick decision DC 25 (operating under time limitations, stress, and fear).

The boulder will finish its path by slamming into the center of the north wall, obliterating the **secret door to room 21** and startling the Carrion Beast which emerges and attacks the PCs 2 rounds later.

16. Room of Masks

Four large masks adorn the east wall of this room. Each mask is 3' wide x 8' tall, and carved from solid stone weighing approximately 250 lbs. Each mask has numerous holes designed to blend in with the carving so as not to appear suspicious (eye, nose, and mouth carvings). The holes contain pre-loaded poison darts which launch once a PC approaches within a 20' proximity. Thus, any PC carefully crossing the west, north, or south walls should be safe so long as they remain at least 20 feet away from the masks. Anyone straying from this path will be subject to triggering the masks.

A secret door on the south wall may be found with a successful **Wisdom (Perception) check DC 18** or an **Intelligence (Investigation) check DC 16**, the door leads to **room 22**.

17. Hidden Alternate Entrance

PCs that decide to search for an alternate entrance to Alagoran's Dungeon won't be disappointed. With a successful **Wisdom (Perception) DC 15 check**, this entrance will be discovered a short jaunt to the east. A cave entrance here is concealed by overgrown stinging shrubs. By cautiously pushing the shrubs aside, one can easily enter the cave system beyond. Those which do not take care to move the shrubs using a staff or other object may come into contact with the stinging leaves of the plant. These plants can be identified with a **DC 15 Intelligence (Nature) check**.

Stinging Shrubs

Constitution saving throw DC 15, failure causes irritation and itchiness that lasts 1d2 hours and causes the victim to have disadvantage on all attack rolls and Dexterity saving throws.



These caves are called the "Old Dwarf Caves" by local tribesmen, and were once caves frequented by the dwarves of the Underworld. They were abandoned long ago as the dwarves delved deeper to escape the rising tide of humanoids which populate the surface.

There is a very small chance (10% in each room/**Wisdom (Perception) DC 15**) that an old dwarven artifact may be found worth 1d6x100 gp to an archaeologist or collector of dwarven historical artifacts.

18. Old Dwarf Caves: Monster Sentry

One of the orcs from **area 19** befriended this owlbear in the wild some years ago. After the two built a trusting respect for one another the orc warrior brought his new animal companion here to the old dwarf caves. The **owlbear** will attack any non-orcs on sight. If there is any activity within this room, the orcs in area 19 will be alerted to the PC's presence but they will not attack.

Skill Check

If the PCs sneak into this cave and the owlbear has not yet spotted them, allow a **Knowledge (arcana)** check to learn more about their adversary.

Characters can attempt an **Intelligence (Arcana)** roll to learn more about an owlbear. When a character makes a successful skill check, the following lore is revealed, including the information from lower DCs.

Intelligence (Arcana)

DC	Result
DC 14	This bear like creature with a head like an owl and feathers covering its entire body is in fact the vicious owlbear. This check reveals all magical beast traits.
DC 19	The owlbear attacks its prey with its deadly claws, latching onto an opponent. They then bite and claw until the victim falls dead and is devoured. Owlbears attack any prey on sight, and consider anything larger than a mouse prey.
DC 24	Owlbears are said to be the result of a mad wizards attempts to crossbreed a giant owl with a bear, they are deadly hunters and their young are incredibly valuable. When captured they are often trained as wandering guards by the wealthy.

Combat

Owlbear; Encounter total XP 700; Easy;



If the owlbear is slain, the orc which trained it will charge in to attack the PC which dealt the final blow, whilst the rest of the tribe waits and watches from afar. If this orc is slain his mate runs to his side crying and drags his body away through the dirt and cave bones but the tribe still stands their ground and attempts to negotiate with the PCs (proceed to text in area 19).

19. Old Dwarf Caves: Orc Lair

The *Cire-Nesdam* tribe of orcs moved into these caves many years ago. These orcs are much wiser than most and have carefully cultivated a working relationship with the surrounding countryside to provide just enough food for their tribe without alerting the nearby village of Irie of their presence here. The tribal elder is named Cire and has an almost pacifist viewpoint, which is quite contrary to the standard orc system of beliefs. He does, however, train both the men and women in combat, focusing more on technique and discipline than outright barbarism. He teaches that these techniques are to be used in subtle hunting trips conducted at night or in the protection of the orcs' home, the very caves which the PCs now enter.

Whilst many of the orcs would outright attack the PCs on sight, Cire will attempt to calm his forces and attempt to parlay with the party. If the party appears overtly aggressive, Cire will go ahead with the attack; if the party seems honestly willing to parlay, then an agreement may be worked out between the two groups.

Skill Check

Charisma (Persuasion) DC 15-20 (increases if party appears more aggressive)

Success = Cire will grant the PCs passage into the dungeon if they agree to leave the carrion beast in area 21 alive. To seal the agreement, the party must also never tell Irie of the orc presence here and the chieftain requires a token of their commitment such as a holy symbol, signet ring, or other material possession with seemingly intrinsic value to the party to cement this agreement. The item won't be returned upon the party's exit of the dungeon (if they survive), but a similar token of similar value belonging to Cire WILL be given to them. The orc chieftain warns them of the many traps which wait within and explains that his tribe seeks only to live peacefully within the caves and does not require physical wealth as it will only draw undue attention to their families. Cire will also guide the PCs safely through area 21.

Combat

(12) orc; Encounter total XP 1,200; Adjusted XP 3,600; Deadly;

Orcs from the Cire-Nesdam tribe speak orc, common, goblin, and a wee bit of halfling (due to a strange halfling fellow named Dweedletoes living with their tribe for a time).

COMBAT

Cire-Nesdam Orcs are proficient with all simple and martial weapons, preferring those that subdue or injure their enemies, preferring a direct kill only whilst hunting. They prefer diplomacy to preserve the continued existence of their tribe, and also obey the rules of war (such as honoring a truce).



20. Old Dwarf Caves: Food Storage

These caves have the strong smell of curing meat, which assaults the noses of the PCs before they enter.

Pieces of salted and curing venison are impaled upon large wooden stakes driven into the ground to keep rodents away. There are beans, nuts, and roots sitting here upon a makeshift wooden table. If one was so inclined, 30 days of decent rations could be compiled from the food contained within this cave.

There are no stolen crates or barrels like one would typically find within an orc dwelling or encampment. Apparently these orcs are not raiders and simply prefer to hunt and gather in the wilderness.

21. Old Dwarf Caves: Refuse

This room smells strongly of rotting animals.

Before you is a large pile of refuse, kept far too close to the food for any human's liking. Despite their civil nature, these are orcs after all.

A large carrion beast lurks within the refuse, a normally vile creature which now shares a symbiotic relationship with the orc tribe. They give it food, and it protects the cave from any explorers from the dungeon which may wander in through the secret door. If the orc chieftain Cire guides the PCs through this area, the beast will remain calm. If they however progress alone, the creature will hide in the trash heap, wait until the last PC turns his or her back, and then strike from the shadows.

Combat

Carrion beast; Encounter total XP 700; Easy;

Disease: This Carrion Beast is a carrier of the Cholera disease which can be transmitted via a successful attack.

Cholera

Cholera is a bacterial infection of the intestines whose most common symptom is diarrhea that lasts for days accompanied by vomiting and muscle cramps. Death can occur from severe dehydration. Characters are exposed to cholera either by drinking infected water or from injury. Any character who imbibes infected water or is damaged by a weapon infected with the disease must make a Constitution saving throw DC 14 or be infected. Characters begin to feel the effects of dysentery within 1d4 days. Every 12 hours the character takes one level of exhaustion and then may make a Constitution saving throw to end the disease.



22. Cavern: Warm Welcome

Many years ago, a group of adventurers were exploring the dungeon, searching for the fabled Alagoran's Gem. Luck brought them this far, until whilst crossing the bridge over the lava in area 24, their luck ran out. The bridge collapsed dropping all eight of them into the lava. Despite being suppressed, one of the powerful magical items the party's wizard carried caused a strange effect as it melted in the lava; 24 hours later eight burning skeletons crawled out from the lava, which began to harden, turning white bones black and coating them with mottled lava-rock. The skeletons now wander the caves, their original purpose and objective lost.

As the PCs enter this cave system from area 16 roll 1d4+2 and reference the volatile gas originating in room 23 and detailed below.

Carrion Beast

Large monstrosity, unaligned

Armor Class 16 (natural armor)

Hit Points 60 (8d10 +16)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	2 (-4)	15 (+2)	6 (-2)

Skills Perception +4

Senses darkvision 60 ft., passive Perception 16

Challenge 3 (700 XP)

Keen Smell. The carrion beast has advantage on Wisdom (Perception) checks that rely on smell.

Spider Climb. The carrion beast can climb difficult surfaces, including upside down along ceilings, without needing to make an ability check.

ACTIONS

Multiattack. The carrion beast makes two melee attacks one with its tentacles and one with its bite.

Tentacle. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit* 5 (1d6+2) bludgeoning damage, and the target must succeed on a DC 14 Constitution saving throw or be paralyzed for one minute. The target can repeat this saving throw at the end of each of its turns, ending the paralysis on a success.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft. one target. *Hit:* 1d8+2 piercing.

Blazing Bones Trap

Four skeletons stand in the middle of the cavern. Flames dance on the bones, casting dynamic shadows on the cavern's walls.

A flammable gas leaks into this cavern through the natural fissures in the rock and vents out through a small hole in the ceiling in **area 23**. If the room is entered from **16**, one of the skeletons blocks the hole in **23** and then joins the other skeletons in **22**. The built-up gas will ignite **1d4+2 rounds later**, as long as there is at least one skeleton standing, as their flames are doused when they are defeated. The explosion affects all creatures in room 22 and 23, causing **2d8+8 fire damage** and a further **1d6 fire damage** per round until extinguished with an action. The skeletons are immune to fire and take no damage from the explosion or ongoing damage.

PCs may make a **DC 16 Wisdom (Perception) check** to notice the trap. A **DC 20 Dexterity check** is required to disarm the trap. The trap resets after 6 rounds.

The four **burning skeletons** found in this room are easily spotted with eyes and mouths spouting flames in the darkness. As the PCs arrive the skeletons move to attack with another 4 skeletons from **area 23** joining them 2 rounds later.

Combat

(8) Burning Skeleton; Encounter total XP 800; Adjusted XP 2,000; Deadly;

A secret door hidden on the south wall of this cave opens into room 14.



Burning Skeletons

Medium undead, neutral evil

Armor Class 13 (armor scraps)

Hit Points 13 (1d8 +4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning, cold

Damage Immunities fire, poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Challenge 1/2 (100 XP)

Fiery Aura. Any creature that starts its turn within 5 feet of the burning skeleton takes 3(1d6) fire damage.

Fiery Death. When the burning skeleton dies, it explodes, and each creature within 5 feet must make a DC 10 Dexterity saving throw, taking 3 (1d6) fire damage on a failed save or half as much damage on a successful save. The explosion ignites flammable objects that aren't being worn or carried.

ACTIONS

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit* 5 (1d6+2) piercing damage.

Nothing can be found in this room other than a few burnt rat bones.

24. Lava Cave: Collapsed Bridge

LAVA RIVER: Anyone approaching within 5' of the lava river will take 2 (1d4) **fire damage** from intense heat (unless otherwise stated). Falling into the lava river causes 70 (20d6) **fire damage per round**. If a PC falls into the river in areas 24, 25, or 26 they will emerge 24 hours later as a **burning skeleton** identical to the others listed above and with no memory of their former life.

Dead Magic Zone: A rare metal in the rocks surrounding the river of lava prevents the use of magic within this area, as well as areas 25, 26, and 27. The area affected includes the entire river of lava, the area directly above the river up to the ceiling, and 5' around the river's edge.

This bridge fell into the lava river many years ago, leaving only a small portion remains which is extremely unstable. Should any PCs attempt to stand on the lip of this bridge it will collapse, dropping them into the lava river. PCs wishing to cross will have to devise their own method.



Cave from below: A meandering cave passageway from the Underworld breaks into this room on the east wall. If a GM wishes to introduce wandering monsters such as drow or duergar this is an ideal opportunity. The cave passage may also be used as path to a new adventure or additional rooms of this cave perhaps built by Alagoran himself before leading into the depths of the earth. If you do not wish for the PCs to go this way simply explain that the cave continues to descend for miles and miles.

23. Cavern: Volatile Gas

A natural vent nearby spews a volatile gas into this room which typically dissipates through a hole near the ceiling. Four burning skeletons stand in this room, remaining immobile until someone enters area 22 or 23. The skeletons know that blocking this vent increases the chance of a large explosion, triggered by the burning skeleton's flames and filling both areas 22 and 23. The skeletons have learned that they are immune to this particular gas (and the fire produced). As soon as the PCs enter the cave system from area 16, one of the skeletons blocks up this vent and the skeletons in this room move to join the rest group in area 22. Within **1d4+2 rounds** (unless all of the skeletons have been defeated) the gas will reach the skeletons in area 22 and an explosion will ripple through the area setting everything ablaze.

25. Lava Cave: Lava-tainted Undead

Dead Magic Zone: A rare metal in the rocks surrounding the river of lava prevents the use of magic within this vicinity, as detailed in area 24.

Lava Undead: A powerful necromancy magical item, lost long ago in the river of lava, causes a strange effect on any creatures falling into the lava, converting them into undead within 24 hours and imbuing a burning effect into their bones.

A group of humanoids from the Underworld ventured into these caves a few months ago and with the kind assistance of the undead in areas 22 and 23 were slain and tossed into the river of lava. The creatures rose the next day and kept close to the river, infatuated with the slow twisting and bubbling currents. A few prefer to spend most of their time within the lava and will grab the ankles of those wandering too close, attempting to pull them into the lava. Now 8 **burning skeletons** await unlucky explorers who enter this room.

Burning Skeletons

Medium undead, neutral evil

Armor Class 13 (armor scraps)

Hit Points 13 (1d8 +4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning, cold

Damage Immunities fire, poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Challenge 1/2 (100 XP)

Fiery Aura. Any creature that starts its turn within 5 feet of the burning skeleton takes 3(1d6) fire damage.

Fiery Death. When the burning skeleton dies, it explodes, and each creature within 5 feet must make a DC 10 Dexterity saving throw, taking 3 (1d6) fire damage on a failed save or half as much damage on a successful save. The explosion ignites flammable objects that aren't being worn or carried.

ACTIONS

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit* 5 (1d6+2) piercing damage.

Combat

(8) **Burning Skeleton**; Encounter total XP 800;
Adjusted XP 2,000; Deadly;

26. Lava Cave: Secret Passage

Finding the secret door to this passage will not be easy (**Wisdom (Perception) DC 18**) as it was designed to blend into the surrounding rock and painted by one of the best artists in the land. The secret door, disguised as a chunk of the cave wall, is actually made a lightweight material on hinges and swivels open revealing the meandering cave described below.

This cave is an old lava tube through which the lava river once flowed and is now trapped. Alagoran hired a skilled illusionist to fill this cave with images of bubbling lava flowing through, thus blocking any further passage, using *major image*. If one begins to trek down this cave, illusions of the walls cracking and spilling lava out are triggered. Once the first PC reaches the trigger 20 ft. down the hallway, two *flaming spheres* appear at the far end of the corridor, and begin to move slowly down the corridor. They are formed to look like a flow of lava rather than an exact sphere. This is repeated every round for 9 rounds, so that it looks like two lines of lava are flowing towards the PCs, each 45 feet long by 5 feet high by 5 feet wide.

The trap trigger plate is 20 feet along the tube.

Major Image and Flaming Spheres Trap

Characters can spot the trigger for the trap with a successful **DC 15 Wisdom (Perception) check**. A PC with a proficiency with thieves' tools may disable the trap with a successful **DC 15 Dexterity check**. The trap resets automatically after being triggered.

While the lava is an illusion, the flaming spheres are real. The spheres move 30 feet each round. Characters struck by a flaming sphere must make a **Dexterity saving throw DC 14**. On a failed save the creature takes 2d6 damage, or half as much damage on a successful saving throw.

27. Lava Secret Cave: Damaged Bridge

Dead Magic Zone: A rare metal in the rocks surrounding the river of lava prevents the use of magic within this vicinity as detailed in area 24.

The subtle red glow of a lava river paints an ever-changing pattern of yellows and reds upon the walls and ceiling of this cave. An old stone bridge crosses the lava river with the cave passageway continuing to the north on the other side.

If the old bridge is inspected further, the PCs determine it is damaged but still stable being supported by four solid columns carved to resemble female warriors.

Due to the enclosed space, the air within this cave is superheated, especially around the lava itself. Approaching within 20' of the lava causes 1d4 fire damage per round.

Due to the enclosed cave system the air above the bridge is sulfurous and suitably poisonous, though this is only apparent once reaching the halfway point of the bridge which is 15' higher than ground level.

Super-Heated Sulfurous Air (Inhaled)



A creature subjected to this poison must succeed on a DC 14 Constitution saving throw or take 3 (1d6) poison damage and become poisoned on a failed. The poisoned creature must repeat the saving throw every round for 6 rounds (or until it leaves the area), taking 3 (1d6) poison damage on a failed save. After the creature has left the area and succeeded on one saving throw, the effect ends.

Damaged Bridge

Planks: This bridge has been damaged from years of exposure to extreme temperatures. The center of the bridge cracked and fell into the lava river some years ago and was replaced with planks of wood which have now become brittle sheets of charcoal (appears to be blackened metal at first glance).

These planks support up to 100 lbs, but snap in half if anything heavier crosses them, dropping a PC into the lava river below (A successful Dexterity saving throw DC 12 is needed to catch oneself, still obtaining 2d4+4 damage from exposure to extreme heat). If a PC does not fall, the animated ropes spring into action as described below.

Ropes: A line of partially animated ropes designed to spread beneath the old wooden planks for extra support have long since unraveled and twist wildly beneath the bridge. Once a hole has been formed (by a PC falling or intentionally breaking through) 6 animated ropes react by emerging and extending from beneath the bridge, grappling with the PCs in an attempt to pull them into the lava.

Lava River: The lava here is identical to the lava in area 24.

Combat

(6) animated ropes plus (4) caryatid columns;

Encounter total XP 4,000; Adjusted XP 10,000; Deadly;

Animated Rope

Small construct, unaligned

Armor Class 16 (natural armor)

Hit Points 21 (7d6)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	10 (+0)	3 (-4)	3 (-4)	1 (-5)

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6

Challenge 1 (200 XP)

Antimagic Susceptibility. The rope is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the rope must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

Damage Transfer. While it is grappling a creature, the rope takes only half the damage dealt to it, and the creature grappled by the rope takes the other half.

False Appearance. While the animated rope remains motionless and isn't flying, it is indistinguishable from a normal statue.

ACTIONS

Entangle. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. **Hit:** the target is grappled (escape DC 13). Until this grapple ends, the target is restrained and at risk of suffocating, and the rope cannot entangle another target. In addition, at the start of each of the target's turns, the target takes 10 (2d8 +2) bludgeoning damage.

Posts: The four posts which support this bridge are Caryatid Columns which if PCs make it through the first two bridge defenses dump their section of the bridge (2 on each side, bridge divided by missing stone) into the lava river the move to attack anyone who has made it to the other side.





Caryatid Column

Medium construct, unaligned

Armor Class 14 (natural armor)

Hit Points 27 (3d8 +15)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (-1)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't adamantine.

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages of its creator but cannot speak

Challenge 3 (700 XP)

Immutable Form. The caryatid column is immune to any spell that or effect that would alter its form.

Magic Resistance. The caryatid column has advantage on saving throws against spells and other magic effects.

Magic Weapons. The caryatid column's attacks are magical.

Statue. While the caryatid column remains motionless, it is indistinguishable from a normal statue.

ACTIONS

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit* 8 (1d8+5) slashing damage.

Caryatid columns are the lesser cousins of true golems, constructs created by spellcasters to guard objects or areas. Unlike true golems, caryatid columns cannot be made into shield guardians, but they are often used in greater numbers because of their relatively inexpensive creation cost. Each caryatid column is programmed to guard an object or area when created, and once set, this command cannot be changed. Caryatid columns are often given specific parameters concerning whom to ignore and whom to attack, but since they have no special form of detection, such restrictions can be overcome with disguises if the parameters are known.

A caryatid column stands 7 feet tall and weighs 1,500 pounds. Caryatid columns are always equipped with a masterwork weapon that appears to be made out of stone as long as the construct remains in statue form. The weapon can be recovered after a caryatid column has been defeated. Arming a caryatid column with magical weapons is

expensive but feasible—even the most powerful of magic weapons appear as nothing more than stone when held by a caryatid column. Since a weapon held in this manner does not radiate magic, many use this trait as a method to hide potent or powerful weapons from both casual observation and study via detect magic. True seeing reveals such disguised weapons for what they really are. Often, only particularly powerful caryatid columns (typically those with advanced Hit Dice, but rarely those made much larger than Medium size) are entrusted with the care and protection of such weapons. Of course, the constructs themselves make full use of any magic weapons they are given to guard.

28. Lord's Chamber

Within this chamber stands the statue of a man dressed in fine clothing. He has a burly chest and rippled muscles cover his athletic body. His face is very handsome and he sports a pageboy haircut and goatee. At his side is a massive greatsword upon which he rests one of his magnificent hands. The entire spectacle seems a bit over the top, you can clearly see the words *Lord Tanis Raltolu Alagoran* etched into the base of the statue. Apparently Alagoran thought very highly of himself.

The Statue of Alagoran is actually both the trigger for a poisoned arrow trap and pit trap as well as the switch which opens the passage beyond.

If any part of the statue (other than the right chest) is touched it will trigger all 12 of the poison arrow traps listed below. All arrows target the area directly in front of the statue so any PCs which declared they were standing back will be safe. Roll randomly to see which target within the area is attacked. Make the trap's attack rolls as normal.

Also, a delayed pit trap is triggered exactly 3 seconds after the arrows are fired which drops anyone standing on this 5' x 5' section of floor into a spiked pit below.

If the right chest of the statue is depressed a stone door to the north will slide open whilst simultaneously the door just beyond it slams shut. Only one of these two doors can be open at a time and the statue's chest is the switch which triggers both. Thus, one PC must remain outside in order to allow the rest of the party to enter, then press the button again to close this door and open the door beyond into the treasure room. Allow the PCs to come up with

ways to do this without one person remaining behind, it may make for an interesting role-playing scenario.

Sliding Stone Doors (2)

Note: These doors cannot be opened using the gold key.

These doors are a foot thick and made of heavy stone.

May be forced open with **Strength check DC 20**.

Poison Arrow Trap (12 Total)



A **DC 21 Wisdom (Perception) check** notices the trap. A successful **Dexterity check DC 18** using thieves' tools disarms the trap. The bricks on the walls are poorly set and unevenly spaced hiding a poison arrow trap. When a character triggers the trap by walking in front of it. Each arrow has a +6 to hit. On a successful hit, the character takes 1d6 piercing damage and must succeed on a **DC 15 Constitution saving throw** or take 16 (3d10) poison damage on a failed saving throw and become poisoned or half that amount of damage on a successful save.

Two of these traps are located on the west wall and two on the east wall. Each must be disarmed separately.

Spiked Pit Trap



A successful **DC 20 Wisdom (Perception) check** reveals the trap. The trap can be disarmed with a successful **Dexterity check DC 20** using thieves' tools. The trap is triggered whenever anyone steps on the area above the trip. Any creature that triggers the trap must make a **Dexterity saving throw DC 17** to avoid falling into the trap. Any creature that falls into the trap takes 1d6 bludgeoning damage from the fall and an additional 1d6 piercing damage from the spikes. A creature that succeeds on the **Dexterity saving throw** avoids falling into the pit.

29. Alagoran's Treasure Hoard

The door slides open to reveal a room filled to the brim with riches beyond your wildest dreams. Piles of silver, gold, and platinum speckled with precious gemstones and jewels fill the floors to overflowing. Finely carved lifelike statues rise out of the treasure hoard, most of them blocking your way.

If the PCs proceed around the statues read this:

Beyond the statues you see a large stone pedestal rising out of the treasure upon which a bright glowing ruby rests. This must be the fabled Alagoran's Gem!

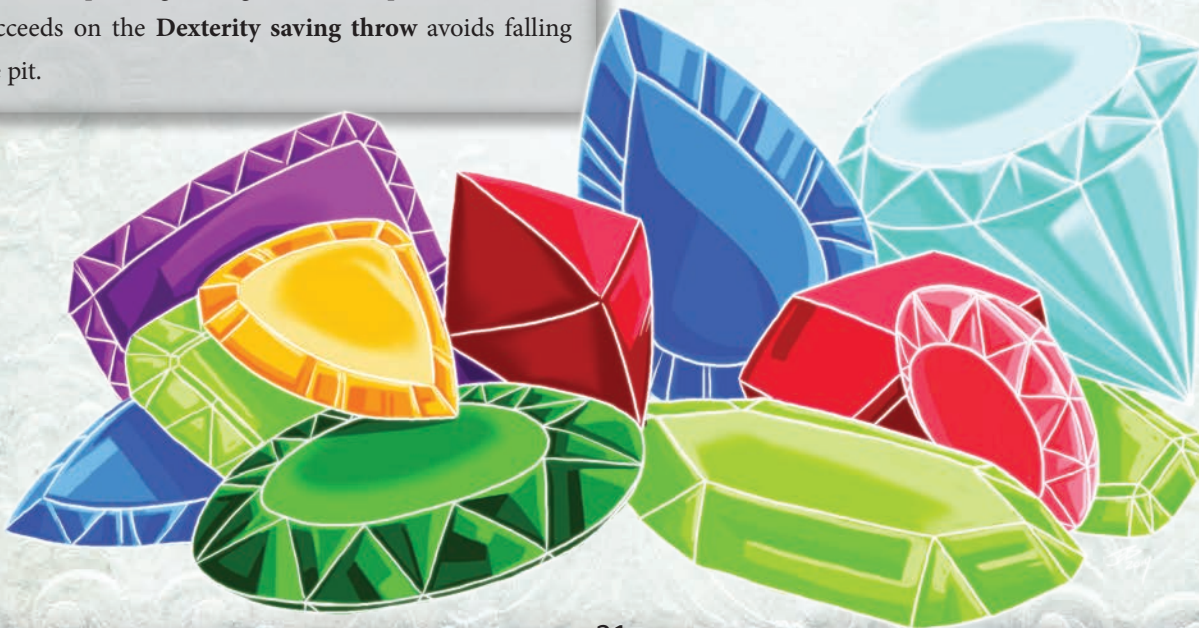
This is not Alagoran's Gem, but in fact a Medusa Gem, a magical item which when looked upon turns the viewer to stone. The statues filling this room and blocking the way are in fact other adventurers which made it this far but were petrified. Any PCs which move ahead in an attempt to see the gem will need to roll a **DC 16 Constitution saving throw** the instant their eyes fall upon the Medusa Gem. A failed save instantly turns that PC to stone.

Medusa Gem



Wondrous Item, very rare

A Medusa Gem appears to be a normal – although extremely large and valuable – gemstone, however anyone who looks at the gem must succeed on a **Constitution saving throw DC 16** or instantly be turned to stone as though affected by the spell *flesh to stone*. The effect is permanent but can be reversed by *dispel magic*, *greater restoration*, or similar spell.



Treasure

Coins

46 pp

3,452 gp

2,745 sp

11,888 cp

Magical Items

Potion of *Water breathing*

Potion of *Frost Giant Strength*

Potion of *Heroism*

Shortsword+1 known to locals as “Gredmor’s Blade”

Dagger+1 known to locals as “Fang”

Scrolls

Bless, *Revivify*, *Dominate beast*, *Remove curse*

Gems and Jewels

Peridot 37gp, Hematite 1gp, Sard 17gp, Agate 10gp, Obsidian 10gp, Agate 4gp, Blue quartz 2gp, Malachite 2gp

Alagoran’s Gem

Lord Alagoran, in his extreme paranoia, hid his fabled gem by sewing it into the underside of an old worn horse saddle. He then stuffed it into a sack and partially buried in dirt and rocks at the back of the cave. One of the rocks covering the sack is actually a **Rock Reptile** which has been stuck in a polymorphed stasis for all these years. If the rock is touched by anyone other than Alagoran the rock instantly transforms and attacks the intruders.

Combat

Rock reptile; Encounter total XP 700; Easy;

Rock Reptile

Medium monstrosity, neutral

Armor Class 16 (natural armor)

Hit Points 40 (5d8 +20)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	2 (-4)	10 (+0)	6 (-2)

Skills Perception +3, Stealth +5

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 13

Challenge 3 (700 XP)

False Appearance. While the rock reptile remains motionless, it is indistinguishable from any other large rock.

ACTIONS

Multiattack. The skeletal champion makes one claw attack and one bite each round.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target.
Hit 7 (1d6+4) slashing.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target.
Hit 8 (1d8+4) piercing.

A rock reptile can move up to four times its speed, rather than twice its speed, when charging. A rock reptile is a 5-foot long chameleon-like lizard that lairs in rocky areas such as caves and outcroppings. It is fond of darkness and only leaves its seclusion when it is ravaged by hunger. Its chameleon-like hide allows it to blend with its surroundings where it is often mistaken for a pile of rocks.



After the Rock Reptile is dealt with the PCs find an old saddle wrapped in a rotting sack. A successful **Wisdom (Perception) DC 15 check** reveals something large sewn into the underside of the saddle. Once freed from the old stitching the PCs will finally be able to claim Alagoran's Gem. When the gem is touched by anyone other than Alagoran, a bright flash fills the room. All of the adventurers previously turned to stone (including any PCs) are returned to normal (as if *dispel magic* had been cast) and the Medusa Gem is shattered, permanently destroying it. The adventurers move in on the PCs demanding the gem and fighting amongst themselves over who is to be the rightful owner of Alagoran's Gem.

Note: The *dispel magic* spell placed on Alagoran's Gem is a one-time effect placed there to stall the theft of the gem by reanimating all of the potential thieves turned to stone or captured and brought here by Alagoran.

Combat

(3) human fighters plus (3) human rogues plus (2) human wizards plus elf cleric; Encounter total XP 1,800; Adjusted XP 4,500; Deadly;

Human Fighter (3)

Medium humanoid (human), chaotic good

Armor Class 15 (leather armor and shield)

Hit Points 13 (2d8 +2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	10 (+0)	13 (+1)	8 (-1)

Saving Throws Strength +4, Constitution +3

Skills Acrobatics +4, Athletics +4, Insight +3, Intimidation +2, Perception +3

Senses passive Perception 13

Languages Common

Challenge 1 (200 XP)

ACTIONS

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 6 (1d8+2) slashing.

Longbow. *Ranged Weapon Attack:* +4 to hit, ranged 150/600 ft., one target. *Hit:* 6 (1d8+2) piercing.



Human Rogue (3)

Medium humanoid (human), chaotic neutral

Armor Class 15 (studded leather armor)

Hit Points 13 (2d8 +2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	10 (+0)	14 (+2)	8 (-1)

Saving Throws Dexterity +4, Intelligence +2

Skills Acrobatics +5, Athletics +3, Insight +3, Perception +4, Stealth +5

Senses passive Perception 14

Languages Common

Challenge 1 (200 XP)

Sneak Attack. The rogue deals an extra 3 (1d6) 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 rogue that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

ACTIONS

Short sword. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 6 (1d6+3) slashing.

Short bow. *Ranged Weapon Attack:* +5 to hit, ranged 80/320 ft., one target. *Hit:* 6 (1d6+3) piercing.

Human Wizard (2)

Medium humanoid (human), neutral

Armor Class 12 (15 with mage armor)

Hit Points 18 (3d8 +3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+1)	14 (+2)	13 (+1)	16 (+3)	12 (+1)	8 (-1)

Saving Throws Intelligence +5, Wisdom +3

Skills Arcana +5, History +5, Perception +3

Senses passive Perception 13

Languages Common, Draconic

Challenge 1 (200 XP)

Spellcasting. The human wizard is a 3rd-level spellcaster. Its spell casting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The human wizard has the following spells prepared.

Cantrips (at will): *firebolt*, *light*, *minor illusion*, *prestidigitation*

1st level (4) *detect magic*, *expeditious retreat*, *mage armor*, *magic missile*

2nd level (2) *flaming sphere*, *mirror image*

ACTIONS

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5ft. or range 20/60 ft., one target. *Hit:* 6 (1d4+2) slashing.



Elf Cleric (1)

Medium humanoid (wood elf), chaotic good

Armor Class 16 (chainmail)

Hit Points 18 (3d8 +3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	13 (+1)	10 (+0)	16 (+3)	10 (+0)

Saving Throws Wisdom +5, Charisma +2

Skills Religion +2, Medicine +5, Perception +5

Senses darkvision 60 ft., passive Perception 13

Languages Celestial, Common

Challenge 1 (200 XP)

Fey Ancestry. The elf cleric has advantage on saving throws against being charmed, and magic can't put the elf cleric to sleep.

Spellcasting. The elf cleric is a 3rd-level spellcaster. Its spell casting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The elf cleric has the following spells prepared.

Cantrips (at will): *light*, *sacred flame*, *thaumaturgy*

1st level (4) *cure wounds*, *guiding bolt*, *sanctuary*, *shield of faith*

2nd level (2) *blindness/deafness*, *lesser restoration*

ACTIONS

Mace. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 5 (1d6+2) bludgeoning.

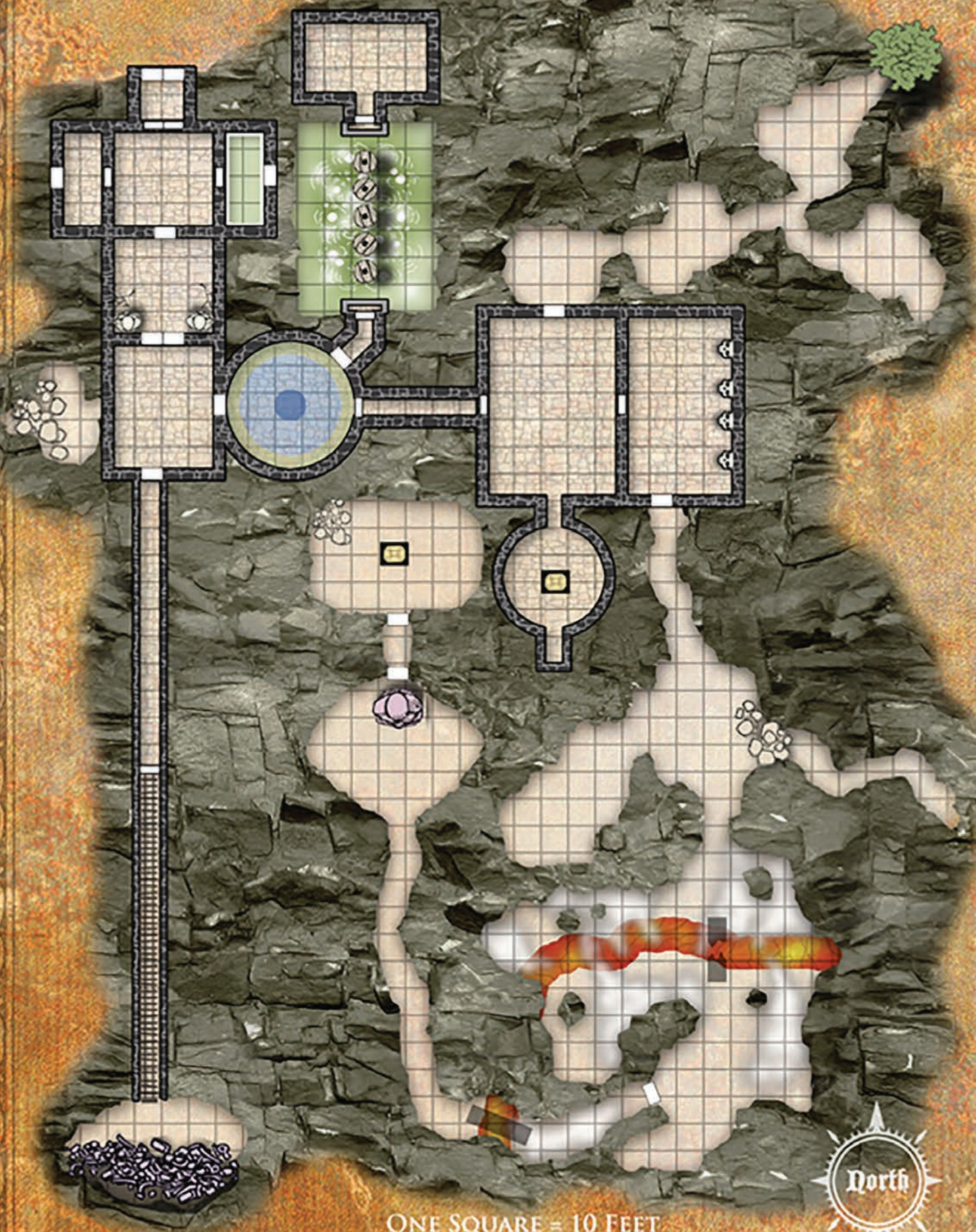
ALAGORAN'S GEM

Market Value: 100,000 gp

Collector's Value: 250,000 gp

A flawless diamond, hand carved by the greatest dwarven gemcutter in all the realms of the Underworld. Originally called Fafnir's Gem, the diamond was owned by the human kings of old and was used to buy the assistance of dwarves from deep below the earth in dire times of war.

An artifact so rare is coveted by historical researchers, gem cutters, dwarves, and human descendants of the old kings. Although not magical, the owner of this gem tends to feel a great deal of paranoia due to the extreme focus from humanoidkind on this particular object. There are many who would gladly kill for it, and the caretaker of this gem must live a life of secrecy in order to keep it from the hands of thieves and brigands.



ONE SQUARE = 10 FEET



ALAGORAN'S GEM

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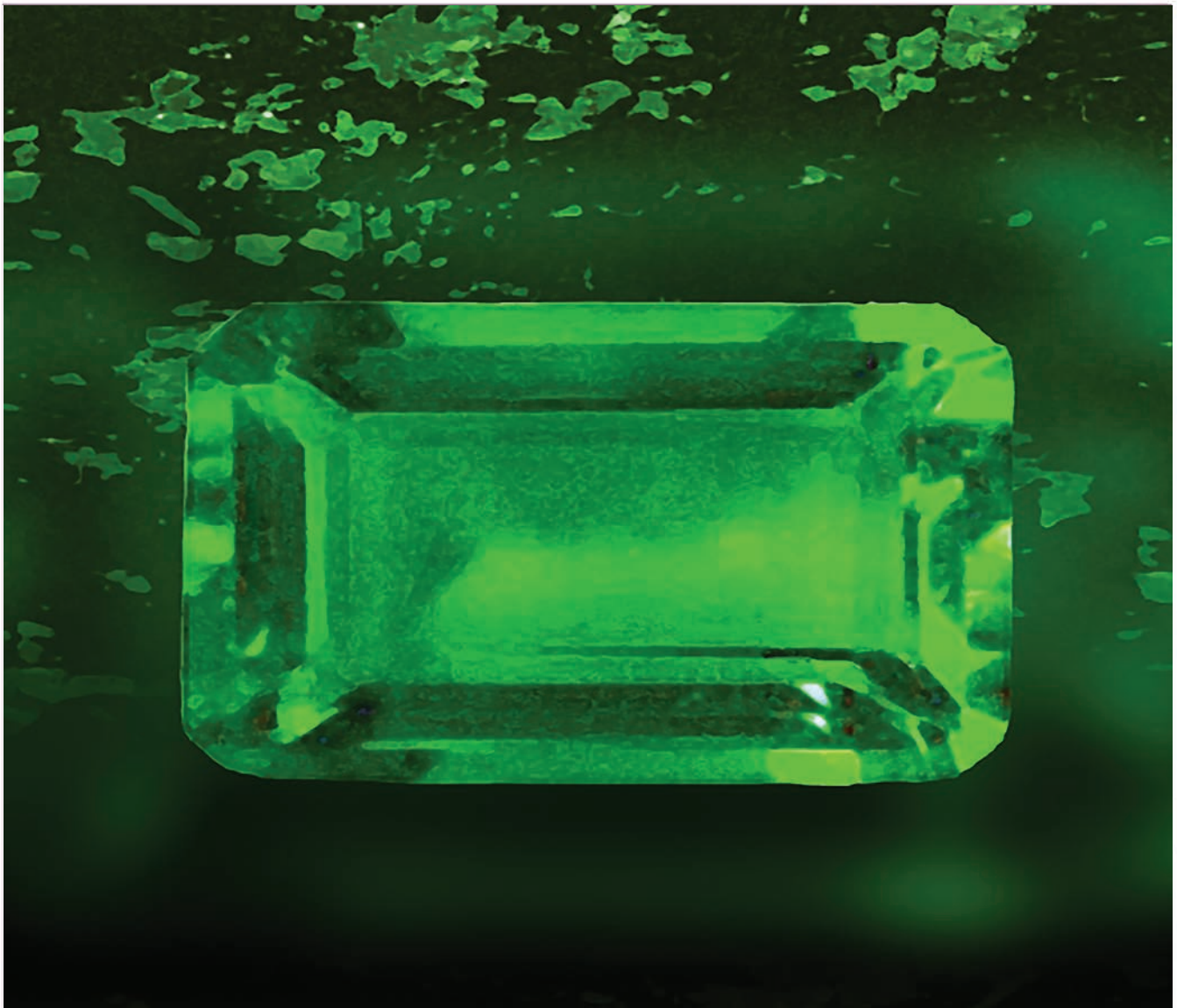
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