

DUNGEON OF DOOM



A Deadly Adventure For Characters Levels 1-10

DWARVEN FORGE®

Map Of

VALORIA

And Surrounding Lands





MIDLANDS
DOR BRAEL
DOR KAEUM

Fort Grimm

Goblin Pass

North Road

Theus Clove

Poypine Woods

Haunted Tower

DOOM
X
Woods of the Moon

VALORIAN

Eastern Road

PLAINS

KURATHAEL

LORIAN

Golden Lake

The Tangles

Gnome Town

Uroth

Khrj

ORCISH HILLS

Mosquito Marsh

Gnells

Woods of the Golden Sylph

Hills of Udd e Nedd

Karathael notch

ple from

Hills of the High Priest

ts

North Road

Midster's Trail

blueberries

Golden Lake

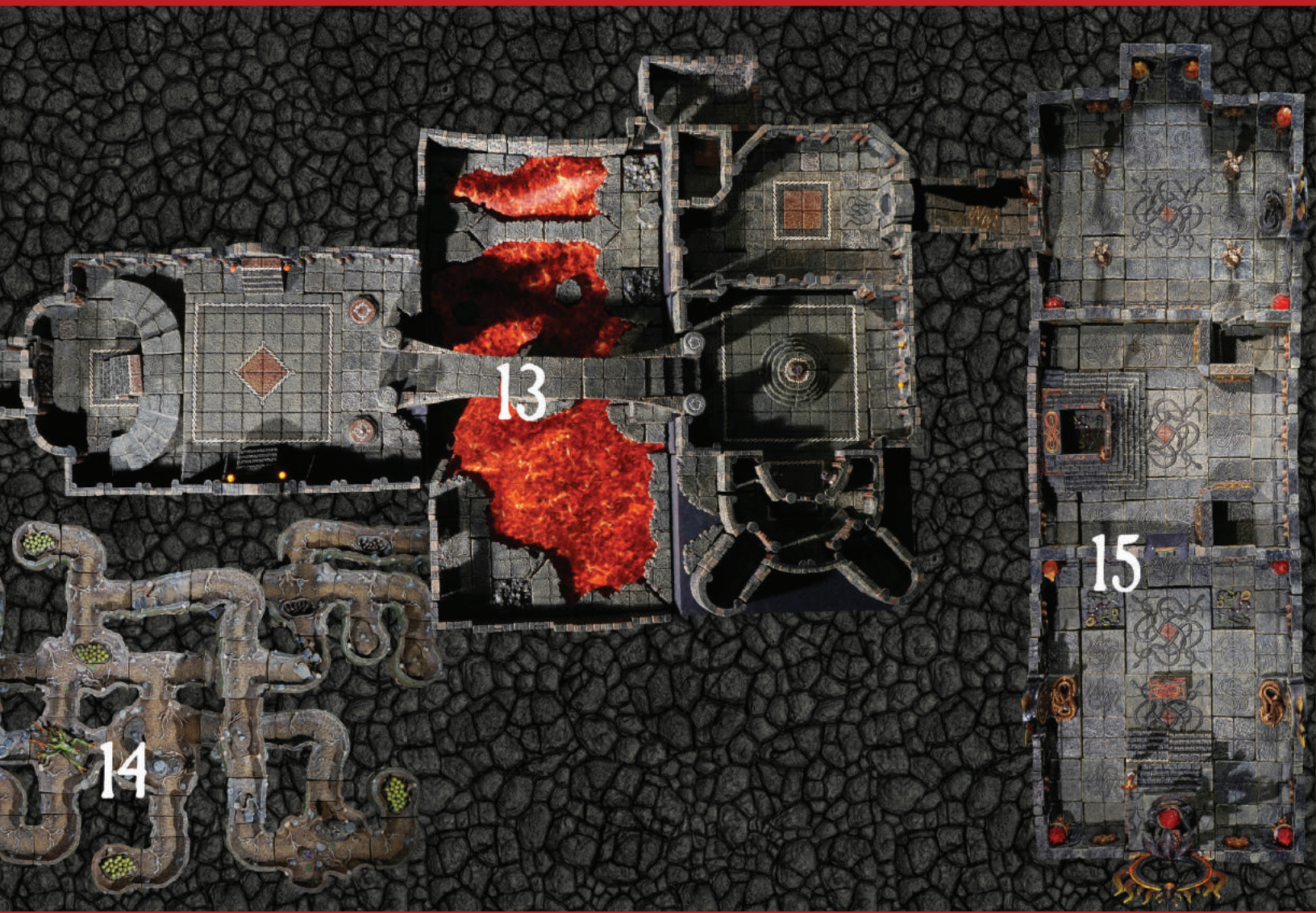
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“Welcome...
to your **DOOM!**”



INTRODUCTION

Welcome to the Dungeon of Doom. This is the first in a trilogy of Dwarven Forge® adventures utilizing the 5th edition of the world's most popular fantasy role playing game.* The massive dungeon described herein is a deadly sprawl of 15 interlinked Encounters that have been specifically designed to use our Dungeon of Doom line of terrain. Each area of the dungeon can be built exactly as described in the adventure, so what the players see on the table is exactly what the characters experience. The immersion is further enhanced by full-color player handouts, dynamic NPCs, and cinematic scenes, creating a game experience unlike any other.

There are several ways you can utilize this adventure. You could simply run it from start to finish as the first grand chapter in an epic campaign. You could insert it into an existing campaign as an extended side quest your heroes must overcome. You could add these encounters as expansions to an existing dungeon in your campaign. You can locate the adventure in Mythras, the long-running campaign setting created by Dwarven Forge founder Stefan Pokorny, or you can place it in some other world of your choosing.

However you incorporate it into your game, the *Dungeon of Doom* module is designed to test a broad range of adventuring parties with difficult, but conquerable, challenges set within a highly immersive and dynamic game environment. And above all, we've designed this adventure to provide you and your fellow gamers with plenty of fun, excitement and memorable moments at the game table.

Now, prepare to meet your doom...

STORY OVERVIEW

Mythras: Dungeon of Doom is a save-the-world tale set within the confines of a remote, danger-filled dungeon. The dungeon's creator, Zaltar the Prince of Phantasm, challenges the party to face his deadliest creation – can they be the first to overcome the Dungeon of Doom? What party can resist facing a dungeon rumored to be equally full of deadly challenges and priceless treasures?

Once inside, the adventurers learn that things are a little more difficult and complicated than Zaltar let on. There's no way to leave - the only means of escape is for the party to conquer the dungeon in its entirety, or die trying. Moreover, every minute the characters spend in the dungeon drains a little of their lifeforce until they perish – so they cannot afford any delays or even a rest! Worst of all, there's a dark entity, a force of god-like potency, trapped somewhere within the complex and trying to break out. The deeper the party delves into the subterranean labyrinth, the greater the challenges they will face, and the more dire their situation will become.

There are, however, artifacts scattered throughout the dungeon – the 13 glyphstones of Eldrid – which will empower the adventurers. Each glyphstone also conveys part of the story of the dungeon's creation so the players can eventually figure out Zaltar's end game. Slowly they will come to the dreadful realization that they must destroy the entombed snake goddess Sysuul before she breaks free and annihilates all of Mythras.

Can your party of intrepid heroes overcome all the traps, puzzle, and monsters and then defeat Sysuul before it's too late? There's only one way to find out... let's delve into the depths!

*It can be converted to the Pathfinder system as detailed in *Appendix F: Pathfinder Conversion*.

SETTING

The Dungeon of Doom is located deep beneath the Erinthor Mountains of Mythras, northeast of the Valorian Plains and west of the Woods of the Moon. In this subterranean labyrinth the fabled illusionist and mischief-maker Zaltar loves to pit his wits, and his creations, against the most daring (or foolish) heroes he can find. Zaltar is an enigmatic character. Why does he lure adventurers into the Dungeon of Doom? Is he an insane madman, drawing energy from dying explorers? Is he tricking adventurers into facing a threat he cannot himself overcome? Or does some curse force him to draw others into the dungeon? Much about Zaltar's motives, and the secret of the Shrine of Sysuul, will be revealed by the end of the adventure. But, as with everything Zaltar does, there will always be a few mysteries left unanswered until the heroes cross paths with him again.



SCALING THE ADVENTURE

This adventure is suitable for 1st-10th level characters. Determine the average party character level (APL) before each play session, then use the provided scaling information during play.

Determining APL: To find the average party level, sum the levels of all characters in the party, divide by the number of characters, and round up fractions of 0.5 or greater. A party with two level 1 characters and two level 2 characters would average 1.5, so you would use the APL 2 monsters and the first tier of DCs and damage.

Monsters: When monsters are encountered, a table indicates the number and type of monsters that appear, based on the party's APL.

Ability Checks, Traps, and Treasure: The Difficulty Class (DC) of ability and skill checks and the damage of traps and other elements are also scaled. This information is divided into three tiers of play:

- **APL 1-4**
- **APL 5-7**
- **APL 8-10**

For example, a "DC 15/20/25 Dexterity (Acrobatics) check" would use the DC of 25 for a party with an APL of 8-10. Similarly, a trap dealing "2d10/4d10/10d10 psychic damage" would inflict 2d10 damage to a party with an APL of 1-4. Treasure may be scaled in the same manner, such as "50/200/400 gold pieces."

MAEREGHASTS AND CHARACTER DEATH

When adventurers die in the Dungeon of Doom, their souls become trapped. Through the dungeon's magic, the dead adventurers are reborn as ghostly, twisted versions of their former selves. Their nightmarish forms manifest claws, barbs, or horns, and their skin becomes a translucent purple-blue. A Maereghast's eyes glow with unholy blue light and its voice is reduced to little more than terrible wails of pain. All prior desires and goals are replaced by a singular purpose: to slay any who enter the dungeon. The Maereghasts are one of the dungeon's major threats, and also set an important narrative tone for the adventure. These are the tortured undead remains of fallen heroes. The soul of any character who dies in the dungeon will be similarly trapped. This can even happen if a character is resurrected! A portion of any soul sufficient to create a Maereghast is trapped at the moment of death. Thus, resurrected characters could face the grim prospect of having to fight Maereghasts created from their own souls! At a moment of choosing, you can describe the Maereghasts the party faces as having the features of former companions. Detailed statistics for the various types of Maereghast can be found in **Appendix A: New Monsters**.



ADVENTURE SEEDS

Several plot hooks could draw the characters to the fabled Dungeon of Doom:

- *Lost nobility:* A member of an important noble family (perhaps from the city of Valoria in Mythras) has hired the characters to determine the fate of a son or daughter, a young warrior who entered the tomb seeking treasure or as a test of skill. The missing explorer's fate is revealed in a later encounter.
- *Portent of the gods:* A priest of one of the character's gods is greatly distressed about the activities of a mysterious snake cult. She believes the cult is responsible for numerous murders and kidnappings, all in the name of resurrecting some profane would-be god. The priest has received a holy omen hinting that the Dungeon of Doom is the cult's base of operations, and will soon threaten the surrounding lands. She hires the party to explore its depths and put an end to the threat.
- *Mysterious nightmares:* Each of the characters has a series of nightmares in which they furtively trace curving lines upon parchment, as if their very lives depended upon it. When the party finally draws the lines from their dreams on the same parchment, they find they have created a map to the Dungeon of Doom. They set out, wondering what force has called them on this quest.

- *Renowned treasure hunter:* Dalthas the Quick has finally slowed down. Upon retiring, he takes a liking to one of the characters and gifts them a map to one of the treasure sites he never explored: the Dungeon of Doom.

Once you have chosen an adventure seed or created one of your own, discuss it with the players. Simply traveling to the entrance to the Dungeon of Doom could be a considerable challenge. The Erinthor Mountains are cold and desolate peaks. Among the high ridges near the dungeon's doorway, nothing lives. Even the ancient trees are dead and cracked. The wind roars defiantly, and from time to time the heroes catch fleeting glimpses of pale blue phantasms out of the corners of their eyes. These unsettling spirits never fully reveal themselves, always seeming to await a time to strike... but the time never comes. As provisions dwindle and the adventurers begin to fear they will lose their sanity, the entrance to the Dungeon of Doom is found at last.

A short hallway of finely worked stone leads to the first door, and beyond it the adventure begins!



THE DRAINING

Once the adventurers leave Zaltar's Gameroom and enter the Dungeon of Doom proper, they begin to notice that their life essence is being consumed by the very dungeon itself. They will waste away unless they defeat the Dungeon of Doom soon! This adventure describes the effect for the players as it first manifests in the Arcane Alcove (Encounter 2). If the players are lagging, increase the sense of urgency by referring to this physical effect though out the encounters.

Resting: Because of the draining, the PCs will soon realize that they may not take a long rest and have enough time to take only three short rests before they succumb. However, they will over time discover that the Glyphstones of Eldrid found within the dungeon can aid them. Several glyphstones have healing or restorative capabilities. Additionally, for every four glyphstones the PCs recover, they will be magically empowered to instantaneously gain the benefits of a long rest. The benefits of gathering four glyphstones are described in detail in Encounter 7: Gorgon Tiers.

THE GLYPHSTONES OF ELDRID

The Dungeon of Doom holds a total of thirteen glyphstones hidden within its rooms. Recovering all thirteen allows the heroes to escape the dungeon at the final encounter location.

The glyphstones were created by a powerful mage named Eldrid who helped imprison the goddess Sysuul. The glyphstones are the key to her prison, and they also hold visions of Sysuul's past. Discovering the true purpose of the glyphstones and deciding what to do with them will be an option for characters playing through Dais of the Dead (Encounter 12).

Each glyph bears a different rune, which provides both a minor continuous boon and a single-use power. The first creature to touch a glyph senses the power within, and with an Arcana or Charisma check can understand how to use the glyph's power.

The glyphstones are enchanted to return to their original spot in the dungeon under the following conditions:

- If a person carrying one dies, the stone begins to emit pulses of light which steadily quicken. If a living person then touches it, that person then becomes the new “carrier” and the pulsing stops. Otherwise, after 1 minute the glyph vanishes and reappears in its original place in the dungeon.
- If removed from the dungeon, a glyphstone immediately disappears, reappearing in its original place in the dungeon.

Glyphstones are found in the following encounters: Arcane Alcove, Deadly Corners, The Gauntlet, Gorgon Tiers, Puzzle Floors, Eldritch Pools, The Menagerie, Doomroller’s Labyrinth, The Lava Bridge, Khri Colony, and Shrine of Sysuul.

This module is the first in a trilogy of Dwarven Forge adventures which present a long story arc. If you plan to run the rest of the adventures in the series, keep a record of which player has which glyphstones at the end of this adventure, as these will come into play in later modules.

SYSUUL’S ILLUSIONS

Several illusory effects are found throughout the *Dungeon of Doom*. The snake orbs that appear to be ordinary torches are one example. Zaltar has sprinkled the means to see through these illusions throughout the dungeon. The first can be found in Zaltar’s Gameroom - a crossbow trap that deals damage but also allows the person who has been struck to see through Sysuul’s illusions. The ability to see through illusions fades away over time and is lost if a short rest is taken, or after the party has explored four encounters (whichever comes first).

USING ENCOUNTERS INDEPENDENTLY

Each Encounter within the *Dungeon of Doom* is interconnected, building upon the narrative in the previous Encounter and setting the stage for future Encounters. However, you can easily make changes to incorporate one or more of these Encounters into your home game or use a few together as a single short adventure.

Zaltar and Sysuul: Use these as villains or enigmatic NPCs, or substitute them for NPCs central to your campaign. Sysuul is a blood-thirsty being of immense power, akin to a god or demigod. Zaltar is a meddling mage who delights in tricking and manipulating others, but could serve as an ally when it is favorable to him. The Maereghast can tie to one or both of these NPCs, either as backstory or as a larger threat in your campaign.

The Draining: You can incorporate the draining into a larger dungeon experience, or remove it if this is a shorter adventure.

Glyphstones: These magic items grow more powerful when brought together, providing important resources to counter the Draining. If the glyphstone in this encounter is part of a set found in your campaign, the characters will have an incentive to find more of them and discover the secret behind them.



ENCOUNTER 1: *ZALTAR'S GAMEROOM*



ENCOUNTER 1: ZALTAR'S GAMEROOM

This Encounter is the entrance to the dreaded Dungeon of Doom! An anteroom serves as an initial test. Maereghasts are summoned when the characters interact with the door, while a crossbow trap provides both a threat and an opportunity. Beyond the antechamber, Zaltar himself awaits, prepared to present the players with an offer they can't refuse.

TERRAIN TIPS:

When you build Zaltar's Gameroom using your Dwarven Forge® terrain, make note of the following features:

A magic crossbow trap is located on the North wall of the Antechamber. When building, place a Magnetic Wall at the location of the trap, but keep the Magnetic Crossbow Trap piece hidden behind your DM screen. Once the trap is triggered (or uncovered) you can place the crossbow on the Magnetic Wall with a dramatic flourish. For added theatrics, use a green light or laser pointer to emphasize the deadly green beam from the trap.

An illusory wall is hidden on the North side of Zaltar's Gameroom proper. When building, use the Open Arch Wall with a Solid Wall Insert to represent this illusion. When it's discovered you can slowly lift the Solid Wall Insert to reveal the opening, and then replace it with a Bars Insert if Zaltar has not yet opened the way. If you want to prevent particularly astute players from metagaming, you can initially replace the Open Arch Wall with a regular Vaulted Wall until the illusion is uncovered.



A. ENTRANCE CHAMBER

There is no light in the first room. Determine the light source the party will use, and adjust descriptions accordingly. Read or paraphrase the following as the party opens the door to the entrance chamber:

This empty antechamber has walls of finely worked stone. Crimson pillars along the walls support a stone ceiling fifteen feet above. Directly across from you there is a stone archway enclosing two double doors bound in iron.

Crumpled before the door is a skeleton in tattered clothes, one outstretched bony arm pointing toward the door.

Disturbing the body or attempting to open the door triggers the trap and summons the monsters. The body holds the treasure.

THE TRAP

A rune-covered crossbow is cleverly concealed within the Northern wall, triggered by the pressure plate under the body. The crossbow trap can be detected with a DC 13/17/20 Intelligence (Investigation) check. The pressure plate in front of the door is concealed by the body, and can be found with a DC 15/20/23 Intelligence (Investigation) check. A successful DC 14/17/23 Dexterity (Thieves' Tools) check can disarm the pressure plate and allow the body to be investigated without springing the trap, though failing at this check sets off the trap.

If a character disturbs the body or opens the door (which opens outward and pushes the body), a small section of the wall opens and the crossbow within fires a beam of green energy. The triggering character must succeed at a DC 14/16/18 Dexterity saving throw or take 1d8+2/2d8+2/3d10+2 psychic damage. In addition, while in Zaltar's Gameroom or the dungeon beyond, a character who fails the saving throw will automatically believe anything Zaltar says to be true, but will also see through any illusion created by Zaltar (see the following encounter). Analyzing the crossbow with a DC 10/12/14 Intelligence (Arcana) check reveals that the trap's bolt of energy likely has both harmful and beneficial qualities. A Detect magic spell will reveal abjuration and evocation magic.

If one or more characters was struck by the crossbow trap, provide them with **Handout: The Crossbow's Gift** Review the handout as well so that you are familiar with the illusions that are revealed to them.

THE MAEREGHASTS

When the adventurers disturb the body or open the door, the trap fires. In addition, read or paraphrase:

Ghostly demon-like creatures shimmer into existence before you. Though they wear the incorporeal gear of adventurers, their translucent blue skin, curving horns, and horrid expressions seem to be a corruption of their former selves. With snarls and howls, they attack!

Divide the monsters as evenly as possible between the adventurers, describing the spectral weapons and armor that differentiate the two types. See **Appendix A: New Monsters** for all Maereghast statistics.

APL	MONSTERS
1	1 Maereghast cleric, 1 Maereghast warrior
2	1 Maereghast cleric, 2 Maereghast warriors
3	1 Maereghast cleric, 3 Maereghast warriors
4	2 Maereghast clerics, 4 Maereghast warriors
5	1 greater Maereghast cleric, 3 greater Maereghast warriors
6	2 greater Maereghast clerics, 3 greater Maereghast warriors
7	2 greater Maereghast clerics, 4 greater Maereghast warriors
8	1 Maereghast doomwalker cleric, 2 Maereghast doomwalker warriors, 1 Maereghast cleric
9	1 Maereghast doomwalker cleric, 2 Maereghast doomwalker warriors, 1 greater Maereghast cleric
10	1 Maereghast doomwalker cleric, 3 Maereghast doomwalker warriors

TREASURE

The skeletal body has a belt pouch containing two flasks of oil, flint and steel, a set of Thieves' Tools, and an unpolished piece of lapis-lazuli worth 25/100/200 gp. The pouch is on the underside of the body; the body must be moved before the treasure can be found.

CONTINUING

Once the monsters have been defeated, the party may continue into Area B - Zaltar's Gameroom.

TROUBLESHOOTING

Prudent parties may discover the trap and wish to circumvent it. Celebrate their success, but also allow them to note the runes covering the crossbow. An Arcana check may convince them that the trap is worth triggering!



B. ZALTAR'S GAME ROOM

Zaltar awaits the adventurers in his game room. Heroes who were struck by the trap will perceive Zaltar to be honest and trustworthy, even with successful Wisdom (Insight) checks. However, they will also see through his illusions, as described below. Zaltar's goal is simple. He goads and manipulates the heroes into accepting his challenge! Zaltar cannot (at this time) be defeated. Any attack reveals his form to be an illusion or projected image of some kind. It dissipates, only to reform a few seconds later and start over from the beginning.

When the characters enter the room, read the following:

This grand chamber is brightly lit by massive torches held in wall sconces. The flame crackles and roars, warming you even at a distance. The floor in the center of the room is inlaid with colored tiles and embellishments. Upon these tiles stands an expertly crafted table. A miniature dungeon rests upon the table, its detail exquisite. Small pieces glow, and even move, within the dungeon. A grand throne rests against the far wall, flanked by weapon racks. Upon the throne sits a sorcerous figure. With his staff he strikes the floor, making an echoing boom. "Behold! Who comes to see Zaltar, Prince of Phantasm, in his very game room? Who dares enter the Dungeon of Doom and face its myriad dangers? Who believes they are bold enough to do what none have done before and claim the thirteen glyphs of power?"

The Miniature Dungeon: As Zaltar speaks with the party, he moves pawns from room to room. The tiny dungeon responds, ghostly blue apparitions assailing the pawns he places. He removes the destroyed pawns with great sadness. If asked, he explains that he plays out but one possibility, as the dungeon shifts and changes to meet each newcomer. Thus the PCs cannot learn anything about the actual dungeon they will face from the miniature map. However, any hero struck by the crossbow trap will notice a strange, shrouded area at the end of the dungeon. The dungeon is the greatest game, and Zaltar is its caretaker. Any character accepting a magic weapon or Zaltar's challenge immediately appears as a pawn in the model's version of the game room.



ROLEPLAYING ZALTAR

Zaltar is enigmatic and often appears to be insane, but he is clever and manipulative. Use madness as his cover; if a tactic fails, he behaves in a manner that suggests mental instability, then changes his approach as if now of clearer mind.

- Zaltar wishes for the PCs to enter the Dungeon of Doom. He will explain that once they do, they cannot depart unless they find all thirteen glyphs.
- He initially portrays this as a challenge, appealing to their egos, and will offer hints and clues to try to entice them to enter.
- He will freely offer that great treasures are held within.
- If the adventure seed “lost nobility” was used, he will reveal that the missing person is still within, and is not dead. A DC 12/15/22 Wisdom (Insight) check reveals that Zaltar is picking his words carefully. The person may not exactly be alive either. Zaltar will not say more.
- If the adventure seed “portent of the gods” was used, he will reveal that the threat the omen warned of can only be ended by entering the dungeon.
- If the adventure seed “mysterious nightmares” was used, Zaltar reveals that he sent the dream visions, but only because he suspected the PCs were worthy heroes.
- He may hint that the dungeon has “only” thirteen rooms. A DC 10/12/15 Wisdom (Insight) check reveals him to be holding back. He will add that some rooms may lack a glyph, while some could have more than one.
- In exchange for a character agreeing to enter, he will offer 2 *potions of minor healing* / 2 *potions of greater healing* / 3 *potions of greater healing*, a scroll of any two level 1/two level 1 or 2 spells/two level 1-3 spells, or a magical weapon from the weapon rack. The rack holds +1 magical weapons of the types used by the party. A DC 10/12/15 Wisdom (Insight) check reveals that anyone who accepts one of these gifts will be bound, and unable to leave the dungeon until the quest is complete.
- In exchange for a character agreeing to enter, he will also offer one clue of your choice regarding a room within the dungeon. Such clues are minor. If no character triggered the crossbow trap, he could even lie. The lie can be discerned with a DC 10/12/15 Wisdom (Insight) check, forcing him to provide a real clue.
- If you want to make the encounter even more dynamic, you may introduce Doom, Zaltar’s imp familiar. Doom the Imp is a mischievous and devious little devil that can appear in a puff of purple smoke and brimstone. Doom often contradicts his master, and is a sarcastic counter to Zaltar’s dramatic and serious nature. Roleplaying the pair can be like running a comedy duo, and can be a lot of fun.

As soon as the party agrees to enter the dungeon, Zaltar points to the northern wall and removes the illusion concealing the barred archway. The gate then opens. Once the adventurers go in, their fate is sealed.



TROUBLESHOOTING

If the party does not accept Zaltar’s challenge, they are free to leave. However, Zaltar will continue to haunt their dreams. In some dreams he reveals fabulous treasures, while in others he offers visions related to their adventure seed and the consequences if they should not heed the challenge. The longer they resist, the stronger his presence becomes. Additionally, they may find that those they care about become affected. Perhaps a younger sibling begins to want to go in their stead, or a loved one goes missing and is rumored to have been kidnapped and taken to the dungeon.

TREASURE

Treasures gained from Zaltar are real and function normally.

CONTINUING

The adventure continues with Encounter 2: *Arcane Alcove!*



ENCOUNTER 2:
ARCANE ALCOVE



ENCOUNTER 2: ARCANE ALCOVE

The adventurers initially enter this Encounter from Zaltar's Game Room (Encounter 1). The door to the Arcane Alcove (Area C) is directly across from them, but it is magically locked. The party must first enter the Blade-Trapped Hallway (Area B) and proceed into Encounter 3, Lever Chamber, to retrieve the key. Once the key has been claimed they can return and access the alcove and claim the glyphstone within.



TERRAIN TIPS:

When you build the Arcane Alcove, make note of the following features:

There are two Magnetic Blade Traps in the east hallway (Area B - Blade-Trapped Hallway). When building, place the two Magnetic Passage Walls at the location of each trap, but keep the Magnetic Blade Trap pieces hidden behind your DM screen. As each trap is triggered, you may affix it to the appropriate wall. For extra fun, you can manually swing the moving blade into the miniature who triggered the trap.

There is a hidden spike trap right at the entrance of Area C - Arcane Alcove. Cover the trap with the False Floor lid. When someone steps on the space (or the trap is otherwise revealed) use the magnetic floor removal tool to lift the False Floor Lid, revealing the trap. It should be a memorable moment for your players.

Area C - Arcane Alcove also has three Walls of Force surrounding the spike pit. Do not place these pieces in the build until they have been detected or something hits them. Then you can reveal them with an appropriate sound effect, flash of light, or dramatic description. The LED Socket Alcove in Area C - Arcane Alcove should be built using a standard LED Torch. Have the LED Snake Orb standing by and you can swap it in if the players pierce the illusion. If you have an extra LED Socket Alcove piece, you can preinstall the LED Snake Orb in it and have it ready behind your DM screen for a fast reveal.







A. HALLWAY INTERSECTION

Directly across from this short stone hallway is a magnificent door decorated with a deep red rune-emblazoned sun. A halo of gilded metal radiates outward from the carved sun. On your right, another hallway intersects with this one. It is thirty feet long and ends in a wooden door bound with iron bands.

Before the party begins to explore, read the following:

Tugging at the edge of your consciousness is an unsettling feeling... as if some dark force has latched onto you and is slowly draining your life energy.

The party can sense that their life essence is being slowly drained away by the Dungeon of Doom. In game terms, they know that they will waste away if they spend too long in the dungeon. They can take up to three short rests, but even a single long rest would spell their doom! For more information, see The Draining section at the introduction of this adventure.

The party may now examine the door directly across from them (see Gilded Door, below) or head down the intersecting hallway (see Area B).

GILDED DOOR

The gilded door is both magically sealed and warded, requiring the key from Encounter 3, Lever Chamber, to enter. However, the door is sentient and the party may interact with it to learn some clues. Read or paraphrase the following as they approach:

As you approach the gilded door, which seems to have no keyhole, a deep voice emanates from the door.

"Hmm... Who approaches me?" The runes on the sun glow briefly, the golden rays glinting in response.

The door engages the party in conversation, asking several questions. With each question, the sun glows and shines a ray of warm orange light upon one of the party members. It will pause after each question to hear the response from the illuminated party member.

- "I have found beings that visit me are very different. What inspires or motivates you?"
- "Which of your party members worries you the most, and why?"
- "If you had to save only one of your friends, which would it be?"
- "What do you fear most? Horrid traps, or terrible monsters?"
- "I've seen many heroes pass by, but none return. What makes you think you can best the Dungeon of Doom?"
- "If beyond me lies a great treasure, what would you wish it to be?"

The party may wish to ask questions in return. The door will share what it knows, so long as the party is also answering its questions. It can share the following information (you may adjust its responses as you see fit):

- "I was added to the dungeon by Zaltar, to ward the first Glyphstone."
- "I have a lock, but I will show it to you only if you bring the key."
- "The key is nearby. You have to go down the other corridor."
- "I contain a trap, dreadfully sorry about that."
- "I am magically warded, as is the stone of this hallway. You will not get past me without the key."
- "Zaltar comes to check on my wards sometimes. He never appears when adventurers are near."

If asked whether the hallway (Area B) is trapped, if the party has been polite, the door will say, "To pass safely you must mimic my masters, for each walks as if they have three legs. Wily Zaltar, the mage, is always first. And always second, Sysuul, the serpent who walks upright."

If a party approaches the door with the key from the Lever Chamber (Encounter 4), the runes glow and a keyhole appears within the sun. The key will open the door without setting off any traps.

A DC 10/15/20 Intelligence (Arcana or Investigation) check reveals that the door and hallway are warded and trapped, and the nature of these defenses. The ward prevents any spell from affecting the door and hallway, or from allowing travel beyond the door or hallway. The trap will release energy if the door is forced.

If the party tries to force the door, scrape off the gold decorations, open it without a key, or cast magic upon it, the trap is triggered. Each character within 10ft of the door must make a DC 12/14/16 Constitution saving throw or take 2d4/3d6/3d10 radiant damage on a failed save, or half as much on a successful one.

Removing some of the gold is possible. The trap takes a few seconds to reset, and during that time 20 gp worth of gold can be scraped off. A total value of 200/500/750 gp can be recovered, if the party doesn't mind setting off the trap each time. The door protests loudly, of course!



B. BLADE-TRAPPED HALLWAY

The 30 ft long hallway is trapped with two concealed swinging blades. A DC 12/14/17 Wisdom (Perception) check reveals the stonework concealing the blades, and a DC 14/16/18 Wisdom (Perception) or Intelligence (Arcana) check spots a small glyph upon the door, which appears as three undulating lines.

The first swinging blade trap activates if someone walks past it without carrying a staff. This is Zaltar's third leg. The second blade activates if someone walks past it without dragging something behind them, to mimic Sysuul's serpentine tail. If activated, a swinging blade attacks at +5/8/11 and deals 2d8/2d10/4d10 slashing damage. A character adjacent to a blade trap may disarm it with a DC 14/16/18 Dexterity (Thieves' Tools) check. Failure by more than 5 sets off the trap and makes it impossible to disable.

A character reaching the door activates a magical gust of wind if either of the blade traps was activated. Any creature within 20ft of the door must make a DC 13/15/18 Strength saving throw or be pushed 20ft away from the door, triggering any blade traps it passes. The glyph may be disarmed with a DC 14/16/18 Intelligence (Arcana) check by an adjacent character.

Note: when the characters return, they must still follow the door's riddle, walking like Zaltar for the first blade trap they meet (which was previously the second), and then walking like Sysuul for the second trap they encounter.

A character reaching any of the three traps may disable a trap with a DC 14/16/18 Intelligence (Arcana) check or a *dispel magic* spell with a DC of 13.

C. ARCANE ALCOVE

As described in Area A, this room may only be accessed with the key from Encounter 3, Lever Chamber. When approached with the key, the door displays its lock.





Read or paraphrase the following as the party opens the door to the arcane alcove:

“Welcome,” says the door. “Do watch your step.” A short entranceway widens into a thirty-five by twenty foot room with an alcove at one end. Flickering torchlight faintly illuminates two columns on either side of the alcove. The columns are each carved with the likeness of a woman’s face surrounded by a writhing mass of snakes. Mounted on the wall directly across from the door is a chiseled stone bearing a gently glowing rune. This must be one of Zaltar’s thirteen glyphstones!

Flickering Torchlight: A character who was struck by the crossbow in Zaltar’s Gameroom does not see the flickering torchlight. Instead, the light appears as a mesmerizing green glow emanating from an orb set upon the wall, its receptacle carved to resemble a serpent.

A character investigating or studying the torch senses a magical effect upon it. A DC 11/13/15 Intelligence (Arcana) check or casting *dispel magic* allows the characters to see the orb. Provide **Handout: The Green Orb** to any player who pierces the illusion or is affected by the crossbow’s gift.

Entering the room triggers the false floor trap, which is difficult to bypass due to the walls of force. Once past the trap, the party has to contend with the serpentine medusa pillars.

FALSE FLOOR TRAP

A false floor covers a spiked pit trap occupying the 10ft area in front of the entranceway. A DC 10/12/14 Wisdom (Perception) or Intelligence (Investigation) check discovers that the flagstones are light and the space below hollow. The tiles can be lifted to see the pit and spikes below.

Spiked Pit: A character falling into the 15ft deep spiked pit takes 1d6 falling damage, plus 1d8/2d8/3d8 from the spikes.

Walls of Force: Any character with a Strength of 10 or higher can jump the pit. However, it is ringed on all sides with invisible walls of force. These can be detected with a DC 15/18/20 Intelligence (Arcana) check. A *dispel magic* can remove the walls with a DC 15 check.

Skeleton: A skeleton is impaled upon the spikes. Though most of her belongings have been taken, a belt pouch is concealed by torn clothing and contains 15/40/65 gp and a short account of her being struck by the magic crossbow outside of Zaltar’s gameroom. She records that she can now “see the green orbs!” Provide the player with **Handout: The Crossbow’s Account**.

False Spike: Searching the pit reveals that one of the spikes can be manipulated like a lever. Pulling it causes the walls of force to vanish.

SERPENTINE PILLARS

Read or paraphrase the following as a party member approaches one of the pillars.

Carven snakes cover the surfaces of the two pillars; in the center of each is the stone face of a woman, eyes closed, lips curled in disdain. As you approach, you realize the snakes grow from the women’s scalps. Their mouths begin to move. “My face you may gaze upon, and a queen or king you will likely behold. If you need to know my worth, my tail you should gaze upon instead. What am I?”

If any character calls out an incorrect answer, the medusae open their eyes. The closest character must make a DC 13/15/17 Charisma saving throw at disadvantage (due to the two pillars) or be turned to stone. After a failure, other characters may attempt an answer.

If any character calls out the correct answer, “a coin,” the medusae hiss angrily. Any petrified creatures are returned to flesh and the field of force is lifted from the glyphstone. In addition, the medusae each offer to tell a tale, one of Zaltar and the other of Sysuul. The party must choose which tale they will hear.

TALE OF ZALTAR: *The first medusa shares, “In all of Mythras there are few mages as powerful as Zaltar. Zaltar first conceived of this place, employing both dwarves and magic to construct its halls. Later, when the time for treachery came, it was the mage Eldrid who crafted the glyphstones to create the prison. All thirteen must be claimed to undo his wrong.”*

TALE OF SYSUUL: *The second medusa shares, “Though powerful in magic, Sysuul’s mastery is over life and death. These are the forces that empower the Dungeon of Doom. Though the glyphstones of Eldrid are strong, there is no greater source of this power than her dais and altar.”*

GLYPHSTONE

The glyphstone is protected by an invisible field of force. The party must interact with the serpentine pillars to free the glyphstone. Once the field has been lifted, the first person to take the glyphstone can sense the power within. See **Treasure** for details.

TROUBLESHOOTING

If the party becomes stuck (for example, they can't figure out how to bypass the walls of force), the PCs can receive additional hints from the sentient door. The party does not need to claim the glyphstone at this time. They could proceed from Encounter 3 to Encounter 4, for example, and later return to the arcane alcove.

TREASURE

The First Glyphstone of Eldrid: This palm-sized chiseled stone bears a glowing purple eldritch rune. See **Handout: The First Glyphstone of Eldrid**.

If you are going to play the rest of the adventures in this series, you should keep track of which player carries which glyphstone. This information will come into play in later modules.

CONTINUING

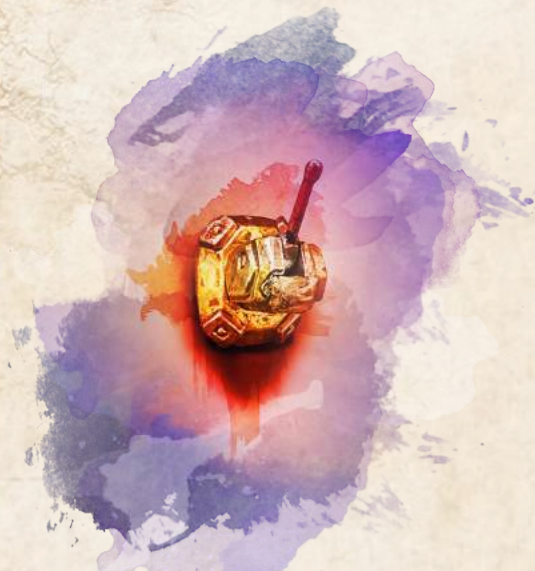
The adventure continues with Encounter 3: *Lever Chamber!*

ENCOUNTER 3:
LEVER CHAMBER



ENCOUNTER 3: LEVER CHAMBER

The adventurers enter from the Arcane Alcove, seeking the key that will allow them into the alcove proper. The central lever chamber is surrounded by four other chambers, one of which is the first room the party enters. Torches in each chamber provide illumination.



TERRAIN TIPS:

When you build the Lever Chamber, make note of the following features:

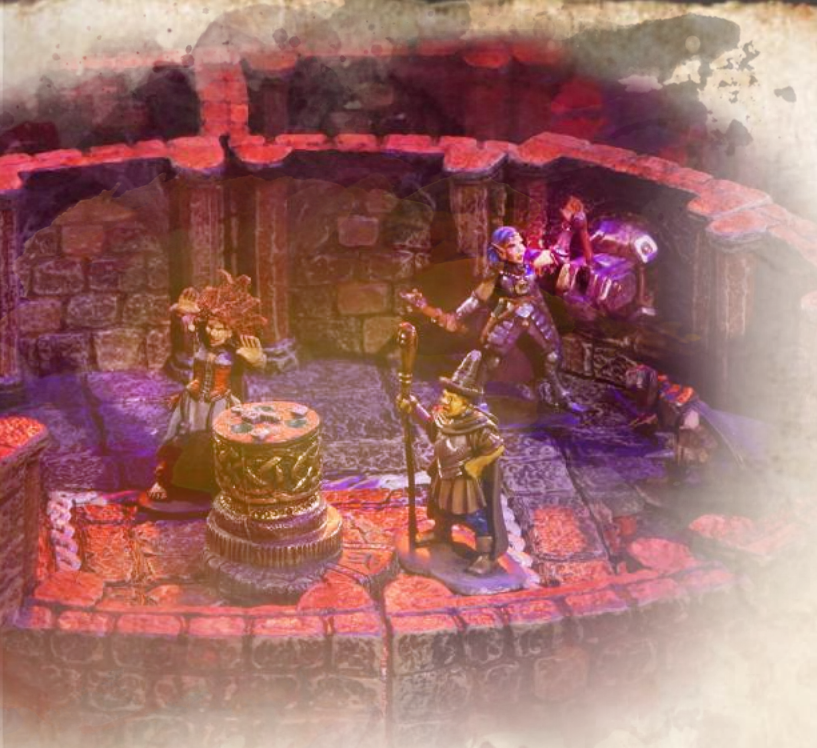
The four Solid Wall Inserts for the Large Vaulted Curves will serve as the doors into the various inner chambers of this Encounter. Initially, insert three of the Wall Inserts and affix the Magnetic Levers to each one, facing into the circular room. Attach the fourth Magnetic Lever to the fourth Wall Insert and have it standing by behind your DM screen. When the PC's enter Area A, hold the Insert Wall above the empty opening. As you count down the time the players have to make a decision you can also slowly lower the Wall Insert. This visual cue of the door closing should help force the players to make a fast and dramatic decision.

As the various doors in Area B - Central Chamber are opened and closed, you should raise and lower the appropriate Wall Inserts.

Use the regular LED Wall Torch elements in the Vaulted Corners with LED Sockets when you make the initial build. Keep three Eldritch Wall Ward LED elements standing by behind your DM screen ready to reveal should the players discover the hidden wards. If you have three extra Vaulted Corners with LED Sockets you could preinstall the LED Eldritch Wall Wards in them for a faster swap when discovered.

Keep the Cryptic Key Pedestal hidden behind your DM screen until the party solves the alignment puzzle. Then you may dramatically place it in the center of the central chamber.





A. ENTRANCE ROOM

Read or paraphrase the following as the party enters the first room through an ancient wooden door:

A curved featureless wall seems to bisect what would otherwise be a thirty-foot square room. A torch in the corner to your left creates a warm orange glow. Farther to your left is a vaulted archway closed off by a gate; its thick iron bars have a patina of rust, but still seem strong. Moments after you enter, you hear the clang of metal tumblers somewhere beyond this room. A section in the center of the curved wall before you rises upwards into the ceiling. There is a pause, and then it begins to slowly close again. You can make out a shadowy chamber beyond.

The characters must quickly decide whether or not to enter the central chamber. If necessary, ask what they are doing and slowly count down from 5 to 1 out loud. Any who do not confirm that they enter the central chamber before the count is done remain in this room. The party may end up divided. If no character enters the main chamber, they may exit and re-enter the outer part of the Lever Chamber to trigger the door once more.

If one or more characters enter the central chamber, continue with Area B below. If some remain in this room, or if they later use the lever to return, they may discover the rest of the details here.

Young Noble: If at least one person enters the central chamber, the young noble (see the Lost Royalty adventure seed) appears in the center of Area A. This happens the moment the door to the central chamber closes. Any characters remaining behind see this richly dressed young adult (who can be male or female) suddenly appear.

Characters who return to this chamber will also find the noble, scared and trying not to touch anything.

The noble is not aware of the truth, which is that they are now deceased. Characters interacting with the noble may make a DC 13 Intelligence (Medicine or Religion) or Wisdom (Perception) check to recognize this fact. The noble's body at times becomes partially incorporeal, as if trapped between life and death. The noble entered the dungeon with a party of retainers, seeking fame and glory, but the hired hands were all killed by maereghasts and eventually the noble died due to the draining. As luck would have it, some wildmagic in the noble's bloodline triggered when he died and prevented his full transformation into a maereghast. So now he is trapped, part way between life and death, as a semi-maereghast.

Roleplaying the Noble: The noble does not realize they are dead. They promise 1,000 gold as a reward for rescue. This character uses the statistics of a Noble (Monster Manual, p. 348) but is currently scared witless, making all checks and attacks at disadvantage. The noble is neutral, espousing a "live and let live," and "coin solves all problems" ethos, but now finds themselves overwhelmed and without coin. If confronted with evidence that they are, in fact, dead, they are overwhelmed by sorrow. If treated kindly, however, the noble will overcome their sorrow and fear, accepting their reality.

Barred Gate: This leads to Encounter 4, Deadly Corners. The gate rises for anyone carrying the glyphstone from Encounter 2, Arcane Alcove. The gate can also be forced open with a successful DC 16/20/24 Strength (Athletics) check.

Crumpled Letter: Anyone searching the room will find a crumpled piece of parchment discarded in one of the corners. Provide the player with **Handout: Crumpled Letter**. This letter foreshadows the events that will transpire in Caverns Deep, the next adventure in the series, but also give a little insight into Zaltar and his motivation.



B. CENTRAL CHAMBER

Read or paraphrase the following as the party enters the central room:

This empty circular chamber is forty feet in diameter. A red and white mosaic decorates the center of the floor. Spaced equally around the room are four levers. One is found on the section of the wall that just closed behind you.

Iron Levers: Each iron lever causes the section of wall opposite the lever to rise into the ceiling with the shrieking sound of rusted metal, while any open door closes. The lever on a rising wall magically disappears as the wall rises, then reappears when it descends.

SOLVING THE PUZZLE

Though it is not immediately apparent, the lever chamber is a puzzle. Behind three of the doors are chambers containing a horror of a different evil alignment, as well as a trap door. The trap doors are decorated with sigils representing different alignments, but these can be seen only by shining the light of the eldritch wall wards in a given chamber directly upon their respective trap doors. The monsters are not in the chambers that match their alignments. Placing them or their bodies in the small cells beneath the trap doors that correlate to their actual alignments will kill the creatures (if they're not dead already) and cause a central pedestal to rise within this circular chamber, revealing the key to the arcane alcove. All three trap door cells must contain an appropriate creature before the pedestal will rise.

There is a complication. One of the trap doors is marked with the symbol for neutrality. The only sentient creature present (other than any party members) who is neutral is the young noble. If placed inside, the noble will be destroyed, and his or her spirit released. If the party helps the noble realize they are already dead, the noble comes to believe that being destroyed is a better fate than being trapped here and will willingly accept this fate. When the puzzle is solved, see the Conclusion.





C. CHAMBER OF LAW

This chamber appears similar to the entrance chamber (Area A), with two differences. First, the torch is an illusion concealing an eldritch wall ward. Second, there is a monster standing near a trap door in the floor. Unlike in Area A, here the doorway from the central chamber remains open until the lever is again used to close the door.

Torch/Eldritch Wall Ward: The torch is an illusion and anyone struck by the crossbow trap in Zaltar's Gameroom sees the torch as a chiseled stone similar in size to a glyphstone. A red rune glows a bright red, bathing the chamber in ruddy light. The eldritch wall ward is held to the wall by slowly writhing purple-gray tendrils.

A character that was not struck by the crossbow trap must succeed at a DC 14/16/18 Intelligence (Arcana) check to see the eldritch ward. The tendrils lash out at anyone attempting to remove the ward from the wall. Failing at a DC 11/13/16 Dexterity (Sleight of Hand) check results in a tendril striking the character for 1d8/2d8/3d8 necrotic damage; the character is still able to take the eldritch ward. Holding a wall ward allows a character to shine the red light as if it were a lantern.

DEMON

The creature in this room is a chaotic evil demon (or more than one); this can be ascertained with a DC 10/12/14 Intelligence (Nature or Arcana) check. The demon fights to the death, even when clearly outclassed. If killed, its body remains behind (meaning the creature was not summoned, and allowing it to be placed beneath a trap door).

APL	MONSTERS
1	1 Quasit (Monster Manual, p. 63)
2	2 Quasits (Monster Manual, p. 63)
3	2 Quasits (Monster Manual, p. 63)
4	1 Bargura (Monster Manual, p. 56)
5	1 Bargura (Monster Manual, p. 56)
6	1 Chasme (Monster Manual, p. 57)
7	1 Hezrou (Monster Manual, p. 60)
8	1 Glabrezu (Monster Manual, p. 58)
9	1 Nalfeshnee (Monster Manual, p. 62)
10	1 Nalfeshnee (Monster Manual, p. 62)

TRAP DOOR

The trap door is decorated with runes. As soon as a character attempts to read the runes, they vanish and the torch (or wall ward) flares. The runes disappear even if viewed through a mirror or magical means; they only reappear when the eldritch wall ward is held over the trap door, bathing the surface in its red glow. The runes on this trap door mean "Law."

The trap door is not trapped and can be opened even if the sigils have not been read. It leads to a rectangular space roughly the size of a coffin; its floor is stained with blood. Any investigation of the walls reveals hundreds of tiny holes along the floor. When the trap door is closed, thin metal spikes rise from the floor and kill anyone inside the rectangular space. While the party could seek to devise a means to prevent the death of a creature inside, only the death of all three creatures (or the creatures already being dead) causes the key to be revealed in the central chamber. If a creature of the wrong type is inserted into the space below the trap door, its body can still be recovered and placed beneath another trap door.



D. CHAMBER OF CHAOS

This chamber is identical to Area C, except that the monster and the runes are different. The runes on this trap door mean “Chaos.”

DEVIL

The creature in the room is a devil, and it attacks immediately. Devils are lawful evil which can be ascertained with a successful DC 10/12/14 Intelligence (Nature) or Intelligence (Arcana) check. The devil fights to the death, even when clearly outclassed. If killed, its body remains behind (meaning it was not summoned, and allowing it to be used in the correct trap door chamber).

APL	MONSTERS
1	1 Imp (Monster Manual, p. 76)
2	1 Bearded devil (Monster Manual, p. 70)
3	1 Barbed devil (Monster Manual, p. 70)
4	1 Barbed devil (Monster Manual, p. 70)
5	1 Chain devil (Monster Manual, p. 72)
6	1 Chain devil (Monster Manual, p. 72)
7	1 Bone devil (Monster Manual, p. 71)
8	1 Horned devil (Monster Manual, p. 74)
9	1 Erinyes (Monster Manual, p. 73)
10	1 Erinyes (Monster Manual, p. 73)

E. CHAMBER OF NEUTRALITY

This chamber is identical to Area C, with the exception of the runes. The runes on this trap door mean “Neutrality.”

DEMON

The demon in the room attacks immediately. Use the monster list for Area C.

CONCLUSION

When the party places the correct bodies beneath the three trap doors, read or paraphrase the following:

The sound of metal tumblers draws your attention to the central chamber. A magnificent pedestal of carved stone, decorated with gold, rises from the floor in the middle of the space. Resting upon it is a key.

A successful DC 10/12/14 Intelligence (Investigation) check reveals that the pedestal will sink back into the floor once the key is removed. If the same roll succeeded at a DC 13/15/18 check, the character can tell that the trigger for the pedestal is the weight of the key. With a successful DC 13/15/18 Dexterity (Sleight of Hand) check, an object weighing about one pound can be substituted for the metal key and the pedestal will remain in place. Doing so allows the party to access the treasure.

The key opens the magic door in the Arcane Alcove encounter.

TROUBLESHOOTING

If the party does not find the noble, the noble will eventually call out meekly, as he or she hears them in the central chamber. The noble could prompt them to try something they have not tried before (grabbing a wall ward, putting a body below the trap door, etc.). If the party will not sacrifice the noble, they could sacrifice one of their own (who will eventually be found as a Maereghast). Otherwise, they could force their way past the gate into Encounter 4 and return to this chamber once they defeat a neutral creature.

TREASURE

The gold filigree can be scraped off of the pedestal, with a total value of 50/200/400 gp.

CONTINUING

The party will likely return to the Arcane Alcove to claim the glyphstone. The gate will then open for them, allowing the party to continue to Encounter 4: *Deadly Corners!*



ENCOUNTER 4:
DEADLY CORNERS



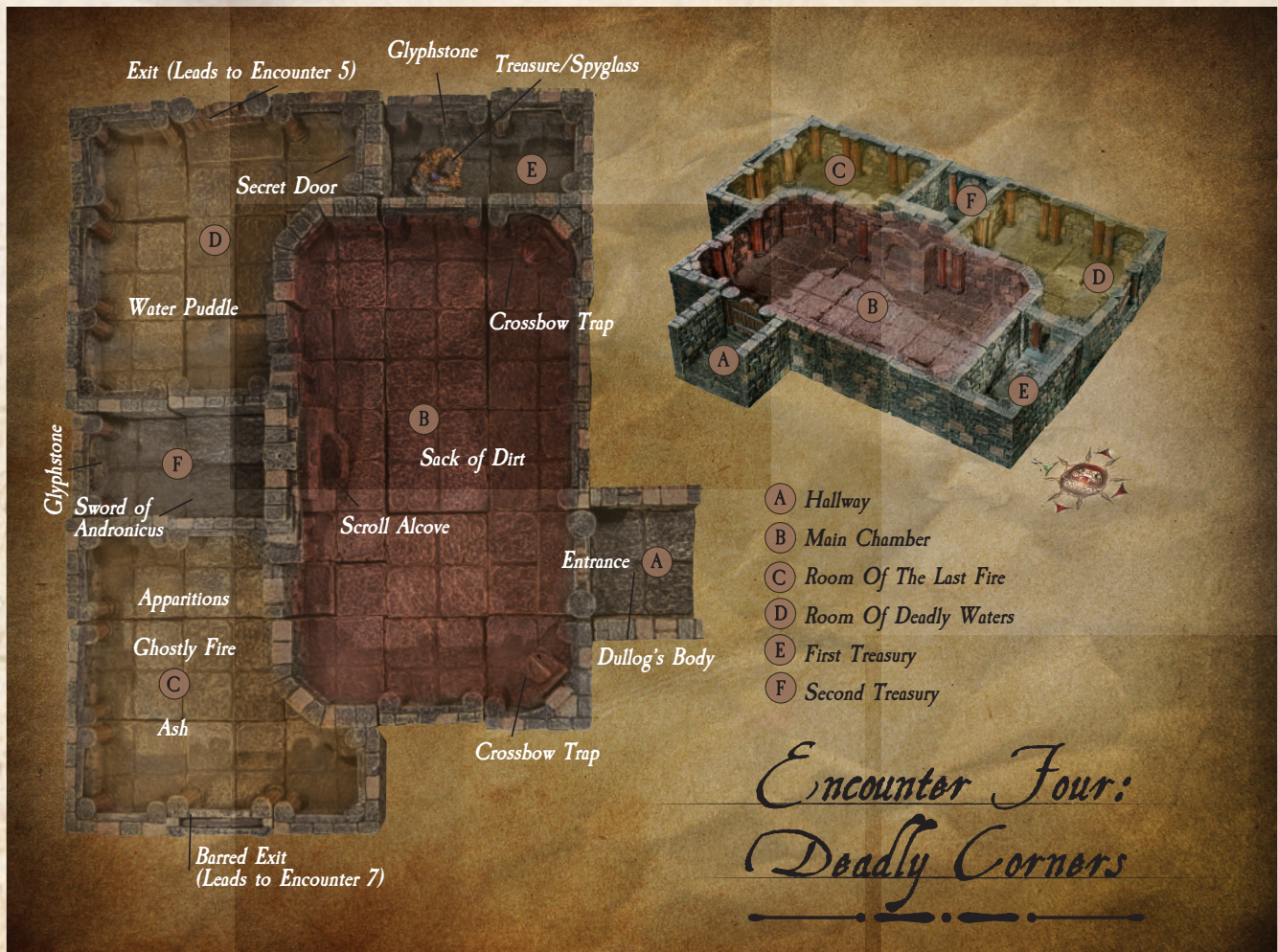
ENCOUNTER 4: DEADLY CORNERS

The adventurers enter this Encounter from the Lever Chamber (Encounter 3). In Deadly Corners the players will need to solve an elemental puzzle to reveal the second glyphstone. Two secret chambers should give a great sense of discovery. This Encounter also provides a second chance for one or more party members to be struck by a green crossbow beam and gain its benefits.

TERRAIN TIPS:

When you build the Deadly Corners, make note of the following features:

- There are two hidden crossbow traps in the corners of Area B. Keep the Magnetic Crossbow Trap pieces hidden behind your DM screen until the traps are triggered or detected. Then you may affix them to the Magnetic Corners with a flourish! For added theatrics, you can visually amplify their effect when triggered with a green flashlight or laser pointer.
- There is a Secret Door corner located at the South side of the Encounter. Do not build the small chamber behind the Secret Door. Keep those two pieces and the treasure pile hidden behind your DM screen until the players open the door.
- Similarly, there is a hidden chamber behind the Plinth Arch. Keep those two pieces hidden as well, along with the Glyphstone and Sword of Andronicus, until the players open the final secret chamber. For a dramatic reveal, you can push the Plinth Arch forward out of the Double Door Arch and then to the side to simulate the massive stone slab sliding open to expose the final treasure room.



A. HALLWAY

There is no light in this hallway. Adjust descriptions based on the party's light source.

This short hallway leads to a vaulted doorway with a weathered ironbound door. Near the doorway, a heavyset humanoid slumps on the floor with its back against the wall. Its head lolls forward... as if asleep... or dead. Long strands of thick black hair block your view of its face.

The body is that of an orc, stabbed to death three days ago. A crudely drawn note rests in its hands. In poorly written orcish, it reads "Hear lyes Dullog, Woodnt shut up about four natures. Mes with us, get same." If any player inspects or reads the note, provide them with **Handout: Dullog's Note**. The note is an unintended clue left by Dullog's orc companions. Their fate can be discovered in Area C.

The orc holds in his left hand a thin metal flask carved with symbols of genies, which he found in Area B. It once held a genie and radiates dim magic. If the stopper is removed, a small puff of air escapes and fills the room with a pleasing otherworldly scent. This happens each time it is opened. The flask is required to provide the air for the elemental puzzle in Area B. The unlocked door at the end of this hallway leads to Area B.

B. MAIN CHAMBER

When the party opens the door, read or paraphrase the following:

Doors in the far corners lead out of this rectangular chamber. A large plinth stands in an arch in the center of the far wall; an unfurled yellowed scroll rests upon it, surrounded by four depressions. Each is a different color: white, red, blue, and black. A small stained cloth sack sits on the floor in the center of the room.

The party may safely investigate the sack. It contains only dry dirt. Approaching the plinth and reading the scroll triggers the crossbow trap. The lefthand door leads to Area C, the right to Area D. The doors to Area C and Area D are neither trapped nor locked.

SCROLL AND CROSSBOW TRAP

Two rune-covered crossbows are cleverly concealed within the corners of the room nearest the entrance. The crossbow traps can be detected with a DC 14/18/22 Intelligence (Investigation) check. A successful DC 14/18/22 Dexterity (Thieves' Tools) check can disarm one of the crossbows, though it fires at the character if the check is failed. The crossbow traps are triggered by anyone trying to read or grab the scroll resting on the recessed plinth.

When this happens, the scroll vanishes (making it impossible to read even a single word) and a small section of each trapped corner opens and the crossbow within fires a beam of green energy. The triggering character must succeed at a DC 14/17/19 Dexterity saving throw or take a combined $1d8+2/2d8+2/3d10+2$ psychic damage from the two beams. As with the traps found in Zaltar's Gameraom, a character failing the saving throw sees through many of the illusions created by Zaltar within the dungeon (these are noted in each encounter). Analyzing the crossbow with a DC 10/12/14 Intelligence (Arcana) check reveals that the trap's bolt of energy likely has both harmful and beneficial qualities. A *detect magic* spell will reveal abjuration and evocation magic.

ELEMENTAL PUZZLE

To gain the scroll, the party must first place four elements on the plinth in the four depressions (black for earth, red for fire, white for air, blue for water). Earth can be found in the sack in this room, fire/ash in Area C, air from the flask in Area A, and water in Area D. If this is done, the scroll appears, but the writing on it is hazy and vanishes if anyone tries to read it. However, the party hears the sound of grinding stone from Area E. This reveals the first treasury room and the means to read the scroll.

Spyglass: A character with the spyglass from Area E can read the scroll without triggering the crossbow trap or causing the scroll to vanish. The scroll tells the tale of a mighty paladin named Andronicus. When a character reads the scroll via the spyglass, provide the player with **Handout: The Scroll of Andronicus**.

The story of Andronicus ends with the words:

*"The risen dead shall be unmade
and fall before the azure blade.*

*With this oath, I am thus bound
to seek undead and strike them down!"*

Saying these words out loud causes the plinth to swing outward, revealing Area F.



C. ROOM OF THE LAST FIRE

An orcish clan tried to best the Dungeon of Doom, sending in an adventuring party. After growing frustrated they killed Dullog (who was actually close to figuring out the puzzle), then made camp. Maereghasts attacked them and now the orcs are Maereghasts themselves and are the new guardians of the room.

Read or paraphrase the following as the party enters:

The only exit from this room is an arched doorway with iron bars to your left. In the center of the room is a large copper brazier. The bodies of several orcs lie around the brazier and its cold ashes. One of the orcs rests on a bedroll; she appears to have died in her sleep. Another seems to have died shortly after drawing his weapon. One body is closer to the door, and still clutches charred sticks. As you enter, a ghostly flame flickers around the brazier's ashes. The room begins to warm, and whispered voices sound as ghostly orcs rise. Their visages are twisted in pain and horror. They gaze upon you with cold pale eyes, filled with hatred for the living. Then they lunge for you!

Roll initiative!

The Maereghasts resemble the orcs they once were, but now seek only to kill the living who enter the Dungeon of Doom! They hunger for the characters' souls, even moving through walls to chase the party or appear behind them.

Ghostly Fire: The ghostly fire continues to give off warmth. Any creature (including Maereghasts) touching its flames takes 5/8/15 points of radiant damage.

Ash: The ash from the brazier remains warm after the apparitions vanish. It is the source of fire needed to solve the elemental puzzle (other sources of fire will not work).

Barred Exit: This leads to Gorgon Tiers (Encounter 7). The gate will open only when the elemental puzzle has been solved.

THE MAERECHASTS

Divide the monsters as evenly as possible between the adventurers, describing the spectral weapons and armor that differentiate them. See **Appendix A: New Monsters** for all Maereghast statistics.

APL	MONSTERS
1	1 Maereghast druid, 1 Maereghast warrior
2	1 Maereghast druid, 2 Maereghast warriors
3	1 Maereghast druid, 3 Maereghast warriors
4	2 Maereghast druids, 4 Maereghast warriors
5	1 greater Maereghast druid, 3 greater Maereghast warriors
6	2 greater Maereghast druids, 3 greater Maereghast warriors
7	2 greater Maereghast druids, 4 greater Maereghast warriors
8	1 Maereghast doomwalker druids, 2 Maereghast doomwalker warriors, 1 Maereghast druid
9	1 Maereghast doomwalker druids, 2 Maereghast doomwalker warriors, 1 greater Maereghast druid
10	1 Maereghast doomwalker druid, 3 Maereghast doomwalker warriors

TREASURE

The orcs have mundane equipment, equivalent to two explorer's packs and a dungeoneer's pack. One orc carries an herbalism kit, another a set of cook's utensils with dragons decorating all of the handles. Spices on this orc provide advantage to any cooking check. The smallest orc carries a pouch with mouse bones, colored feathers, and five agates worth 30/50/80 gp.

D. ROOM OF DEADLY WATERS

Read or paraphrase the following as the party enters:

This room appears to be empty, save for a discolored puddle of water on the cold hard stone. The far wall holds a single wooden door. As the party approaches, monstrous ooze manifest out of the pool of water.

APL	MONSTERS
1	2 gray oozes (Monster Manual, p. 243)
2	4 gray oozes (Monster Manual, p. 243)
3	2 ochre jellies (Monster Manual, p. 243)
4	2 ochre jellies, one with 60 hit points (Monster Manual, p. 243)
5	2 black puddings (Monster Manual, p. 241) warrior
6	2 black puddings, one with 100 hit points (Monster Manual, p. 241)
7	2 black puddings, each with 110 hit points (Monster Manual, p. 241)
8	3 black puddings (Monster Manual, p. 241)
9	3 black puddings, each with 100 hit points (Monster Manual, p. 241)
10	3 black puddings, each with 130 hit points and a +2 to all attacks (Monster Manual, p. 241)

When the creatures have been destroyed, the puddle of water is no longer discolored. It can be gathered and brought to the plinth as part of the elemental puzzle (other sources of water will not work).

Exit: The ancient wooden door leads to The Gauntlet (Encounter 5). The door is locked, but can be unlocked with a successful DC 12/14/16 Dexterity (Thieves' Tools) check or broken down by force.

Secret Door: The door to Area E can be discovered with a DC 12/14/16 Wisdom (Perception) or Intelligence (Investigation) check. However, the mechanism to open the door cannot be found in this room.

E. FIRST TREASURY

As described in Area B, the secret door to this room opens when the party solves the elemental puzzle.

TREASURE

A pile of coins of different types and minted all across Mystras are worth a total of 200/500/750 gp. Gems amongst the coins are worth another 100/400/700 gp. A brass spyglass decorated with carvings of scrolls and tomes is worth 1,000/1,500/2,000 gp. If examined, it radiates faint magic of an indeterminate nature. A character with the spyglass can read the scroll in Area B.

F. SECOND TREASURY

This area can be accessed only by reading the scroll in Area B. When the plinth swings aside, the party can see a 10ft by 20ft hallway, containing the treasure.

TREASURE

On the far wall is the second Glyphstone of Eldrid (provide the player who touches it with **Handout: The Second Glyphstone of Eldrid**). Resting on a golden display rack and flanked by two stone grotesques is a sword of deep blue steel with a golden hilt, the Sword of Andronicus (provide the player who attunes to it with **Handout: The Sword of Andronicus**). The sword can appear as any type of sword, though it often defaults to appear as a long-sword.

TROUBLESHOOTING

If the party needs hints, they could study the orc spirits for clues. Wisdom (Insight) checks or reading lips (in orcish) can reveal that they are trying to take the fire somewhere. Even if they can't solve the elemental puzzle, the PCs can continue to Encounter 5 and perhaps receive a hint from the gargoyles in that encounter.

CONTINUING

The party has a choice. They may continue with either Encounter 7: *Gorgon Tiers* or Encounter 5: *The Gauntlet*.



ENCOUNTER 5:

THE GAUNTLET



ENCOUNTER 5: THE GAUNTLET

The adventurers enter this Encounter from Area D of Deadly Corners (Encounter 4). While the entry hall provides a fun role-play opportunity, The Gauntlet itself is a brutally trap-filled test of ingenuity, dexterity, and bravery. Characters stand a better chance of survival if they find the notes in Acid Bath (Encounter 6) before entering the Gauntlet proper.



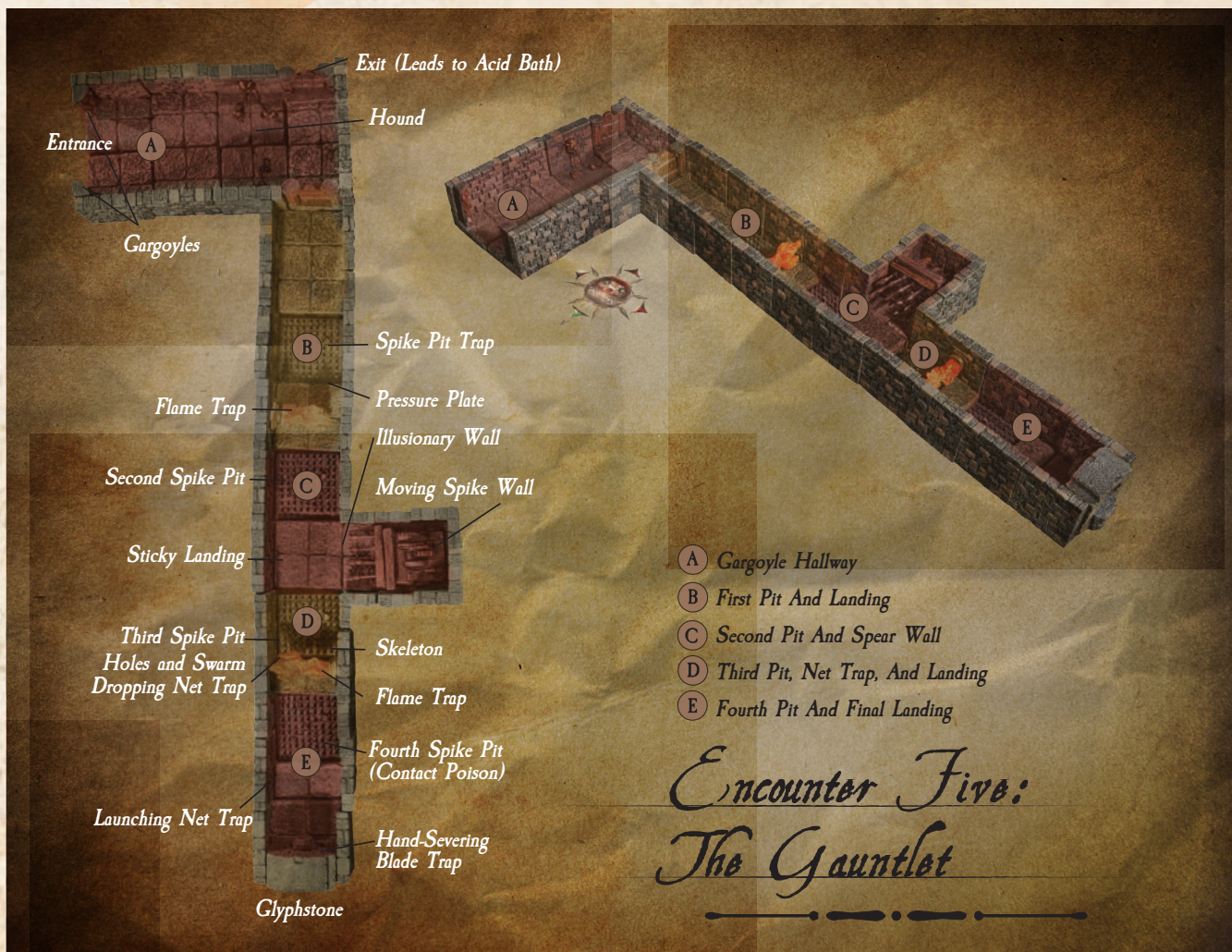
TERRAIN TIPS:

When you build The Gauntlet using your terrain, make note of the following features:

- The Magnetic Flame Traps should be hidden behind your DM screen until they have been triggered. For added theatrics, you can amplify their appearance with orange lights or fire sound effects.
- The nook in Area C where the rolling spear trap is hidden behind an illusory wall should be concealed. The easiest thing to do is to remove the entire nook and the Magnetic Spear Wall and Rolling Trap Stand with it. Fill the empty space with two plain Passage Walls. Once it's triggered and the illusory wall disappears, you can swap in the nook and spear trap.

A. GARGOYLE HALLWAY

As there is no light in this hallway, adjust descriptions based on the party's light source. Read or paraphrase the following as the party enters the hallway:



Two pillars flank the beginning of this hallway, each carved with a horned and tailed grotesque. The hallway ends forty feet away; there, two closed doors stand opposite each other. Between the doors and your position rests a large sleeping hound, its hide dark as midnight. A pair of brass manacles are fastened to its hind legs, chains leading up and into the mouth of a metal face embedded in the center of the left wall. The mouth seems to be chewing softly on the chains.

The party will likely interact with the gargoyles or the hound and shackles, then finally interact with either door. You may have the gargoyles begin speaking whenever it seems appropriate.

Grotesques (Gargoyles): The gargoyles can speak and move their limbs, though they are bound to the pillars (by Zaltar). Both are very opinionated, adding their personality to any questions asked of them. On the left is Jatra, always pessimistic and angry, but generally truthful. The other, Goro, is optimistic and upbeat, but contradicts everything Jatra says and is inclined to lie. They can share the following, if asked by the party, and especially in exchange for freedom.

- They can be freed with a casting of *dispel magic* (DC 14). This is the one case where both agree, though Jatra thinks the party will fail and Goro believes they can do it. If freed, they will not harm the party and will head back toward Zaltar's Gameroom, seeking a way out.
- They have seen many adventurers. (Jatra doesn't think this party will last long. Goro believes in them, perhaps due to some fact he makes up, such as one of the characters being "the chosen one.")
- The hound is dangerous. (Goro thinks it isn't that bad, Jatra says it has killed many. In exchange for freedom they can share that it came with an adventuring party.)
- The manacles are magical (in exchange for freedom, they reveal that the manacles will try to catch them).
- Adventurers who go to the door on the left come back horribly scarred, if they return at all. Adventurers who skip that room and go elsewhere, tend to come back - there must be something important there. (In exchange for freedom they can offer that the statues inside are said to be important.)
- The door on the right always causes many screams and the sound of fire. (In exchange for freedom they can share there is a Glyphstone inside.)
- Recently a notable group of adventurers came through, and faced the challenges with wild zeal. They were all dressed in matching crimson robes. Goro thought they might make it to the end, and liked their pretty snake amulets. Jatra thinks that they were nothing but evil, and didn't like their look one bit. Unknown to the gargoyles, this group was an elite team of snake cultists on a mission to try to free their mistress Sysuul. Luckily they met their end in Encounter 14, Khri Colony, and the players can discover their remains there.
- Other information of your choosing.

Hound: The hound will attack anyone coming near it. Its ferocity is a result of being imprisoned and frightful, for it lost its master. It can be befriended from a safe distance with a DC 11/13/15 Wisdom (Animal Handling) check. Good roleplaying can provide advantage or even bypass the check. If befriended, it serves faithfully. Use the statistics below. For all tiers, the creature is a medium sized hound, speaks no languages, is unaligned, and has short black fur.

APL	MONSTERS
1	1 Mastiff (Monster Manual, p. 332)
2	1 Wolf (Monster Manual, p. 341)
3	1 Worg (Monster Manual, p. 341)

Manacles: Any creature adjacent to the manacles (and thus adjacent to the hound) will be attacked by one of the manacles, which releases one of the hound's legs and attacks the approaching creature with a +3/5/7 attack bonus. On a hit, the target becomes restrained. The bonds cannot be broken or unlocked by any means once they have captured someone.

Escaping is difficult. The manacles can bind up to two creatures. If another creature approaches, the manacles will release the creature it has held the longest and try to grasp the new one, potentially allowing escape. In addition, the face on the wall is sentient, apologizes for capturing creatures, and can be reasoned with. It was once Lorond Lightfinger. Zaltar punished Lorond for stealing, binding his essence to this wall. Lorond is terribly hungry. If offered food,



he will cause the manacles to open and release their captives.

Leftmost Door: This door leads to Encounter 6, Acid Bath. An acrid smell comes from the other side of this door. The door itself glows a slight green color. A DC 12/14/16 Intelligence (Arcana or Investigation) check reveals the glow is magical, but harmless.

Rightmost Door: This door leads to the Gauntlet's trap-filled corridor. The ancient wooden door has an elaborate metal lock with many protrusions and seemingly important moving devices. The door is not trapped, is actually unlocked, and swings open when the handle is pulled. It leads to Area B.

B. FIRST PIT AND LANDING

Read or paraphrase the following:

This long hallway, ten feet wide, is almost one hundred feet long. The low ceiling, only eight feet above, gives the passageway a claustrophobic feel. The floor is broken up in four places by ten-square-foot pits. Looking down into the closest pit, you can see its floor is set with many sharp spikes. At the far end of the hallway is a stone plinth, a glyphstone resting within its arched nook.

The first 15ft of the hallway are safe. Next there is the open spiked pit, and then another 10ft of floor (the first landing) on its far side.

SPIKED PIT

Falling: A character falling (or pushed) into the pit takes 1d6 bludgeoning damage from the fall, 1d4/2d4/4d4 piercing damage from the spikes, and lands prone.

Jumping: The standard rules for jumping apply here. A long jump with a 10ft running start allows a character to jump their Strength score in feet, so any character with at least a Strength of 10 may jump the pit and land on the first landing.

Traversing the Pit: The walls of the pit may be climbed with a DC 12/14/16 Strength (Athletics) check. A character climbing into the pit (or who has fallen into it) may safely move through the pit without taking any damage with a successful DC 11/13/15 Dexterity (Acrobatics) check.

FIRST LANDING AND FLAME TRAP

The landing is trapped with a pressure plate.

Detecting the Trap: To detect the pressure plate, a creature must be adjacent to the landing (perhaps climbing the pit's wall, flying, or levitating) and succeed at a DC 12/14/16 Intelligence (Investigation) check. A DC 12/14/16 Wisdom (Perception) check spots a tiny metal pipe on one wall, but does not reveal what may come out of it or how it may function.





Trap: Any weight over 40 lbs causes a jet of fire to blast out from the pipe on the wall, bathing the landing in flame. Any character on the landing must attempt a DC 12/14/17 Dexterity saving throw, taking 2d6/3d6/4d8 fire damage on a failed save or half as much on a successful save. A character failing the save must attempt a DC 12/14/17 Strength saving throw to avoid being pushed either backwards or forwards (equal chance of either) into a pit by the force of the blast.

Reset: The trap resets instantly and is triggered anytime a new creature or object in excess of the weight limit is added to the pressure plate. A character already on the landing may move or jump away without triggering the trap a second time.

Disabling the Trap: A creature adjacent to or on the pressure plate may disable it or the pipe with a DC 13/15/18 Intelligence (Thieves' Tools or Mason's Tools) check.

C. SECOND PIT AND SPEAR WALL

The second pit is identical to the first pit (see above). However, the landing beyond this one is sticky and has a spear wall trap.

Illusionary Wall: An illusion conceals the spiked wall trap. This illusion can be detected with detect magic or a DC 13/15/17 Intelligence (Arcana) check and dispelled with *dispel magic*. The illusion is only visual and is not a barrier.

Sticky Landing: The landing is covered in a magical sticky substance, which can be removed with *dispel magic*. Any creature touching (or jumping onto) the landing becomes restrained. Roll initiative at this time, and read or paraphrase:

Metal gears grind and wood creaks, as a wall of spears pushes through an illusionary wall to your left! The wall is moving steadily across the corridor, pushed by a wheeled device still partially hidden by the nook in which it resided. You only have a few seconds before the spears will reach the far wall and impale anything in their path!

Breaking Free: A restrained creature may spend an action to attempt a DC 12/14/16 Strength (Athletics) check to break free of the sticky substance, ending the restrained condition.

Spear Wall: The wall is triggered by any living creature crossing on or over the landing. On an initiative count of 5, the wall moves 5ft forward. Anything in its space is pushed 5ft, and takes 1d10/2d8/3d10 piercing damage. A restrained creature remains restrained when struck. The damage is doubled if the spear wall has entered the last 5ft of the landing.

Disabling the Trap: The wheeled machine behind the spear wall can be disabled with a DC 11/13/15 Dexterity (Thieves' Tools, Carpenter's Tools, or other similar tool set) check. This check is made at disadvantage before the spear wall has moved for the first time.

Reset: After the machine has moved twice and is fully extended, it wheels back 5ft per round until it is back behind the illusory wall. It will immediately move forward again if a creature is still alive on the landing.



D. THIRD PIT, NET TRAP, AND LANDING

This section of the Gauntlet has a third pit with a skeleton and swarm, a concealed net, and a landing with another flame trap.

SPIKED PIT

Read or paraphrase the following:

This third pit was one adventurer's doom. A skeleton stares up at you, impaled upon several of the spikes near the far side of the pit. The splayed out skeleton suggests it fell while jumping.

Spiked Pit and Holes: The spiked pit is identical to the pit in Area B, with the addition of the concealed net (see below), the skeleton, and a dozen very small holes where the floor meets the walls. A DC 13 Wisdom (Perception) check spots the holes and the skeleton's pack.

Skeleton: The former adventurer is impaled on her back. Her backpack is pinned under her, concealed by tattered clothing. A DC 12/14/16 Wisdom (Medicine) check determines the creature was not jumping - it was thrown or pushed back onto the spikes. The backpack holds shattered alchemist's tools, spoiled rations, two rubies worth 100/250/500 gp, a bundle of two intact *potions of healing/healing/greater healing*, a *potion of gaseous form*, and an alchemical smoke bomb (a single-use item which can be thrown on the ground to create a 10ft radius of dense smoke, granting full concealment).

Holes and Swarm: Disturbing the skeleton or falling into the pit draws a swarm of creatures out of the holes. They hungrily attack any creatures within the pit. Swarms will fill the available area, with any extra ones coming in to fill in as space becomes available. Characters using fire, plugging up the holes, or taking other clever actions can hold the swarms at bay and resolve combat without killing the swarms.

APL	MONSTERS
1	1 Swarm of rats for each character in the pit (Monster Manual, p. 339)
2	1 Swarm of rats for each character in the pit (Monster Manual, p. 339)
3	1 Swarm of rats, plus an additional one for each character in the pit (Monster Manual, p. 339)
4	2 Swarm of rats, plus an additional one for each character in the pit (Monster Manual, p. 339)
5	3 Swarm of insects, plus an additional one for each character in the pit (Monster Manual, p. 338)
6	4 Swarm of insects, plus an additional one for each character in the pit (Monster Manual, p. 338)
7	1 Swarm of poisonous snakes for each character in the pit (Monster Manual, p. 338)
8	1 Swarm of poisonous snakes, plus an additional one for each character in the pit (Monster Manual, p. 338)
9	1 Swarm of poisonous snakes, plus an additional one for each character in the pit (Monster Manual, p. 338)
10	2 Swarm of poisonous snakes, plus an additional one for each character in the pit (Monster Manual, p. 338)



CONCEALED NET

Detecting the Net: A DC 14/17/20 Wisdom (Perception) check by a character on the second landing or closer will spot the weighted net hidden on the ceiling. Beating the DC by 4 or more also reveals a one-inch diameter stone shaped like an eye (a magical sensor) above the pit on the left wall.

Net Trap: Above the pit is a concealed net woven from threads matching the color of the ceiling and weighted with stones. A creature jumping over the pit or moving along the bottom of the pit is detected by the sensor and the net releases onto them. The creature must make a DC 13/15/17 Dexterity saving throw or be caught in the net, falling (if appropriate) and becoming prone and restrained at the bottom of the pit. The net can be destroyed by 5 points of damage from a slashing weapon or with damage from fire, spells, or the like.

Disabling the Trap: Covering or destroying the eye (AC 16, HP 12; resists bludgeoning, piercing, and slashing) will disable the trap. Invisibility (but not stealth, as there is no cover) would prevent the sensor from detecting a creature. Clever solutions may also destroy the net or prevent it from striking a passing creature.

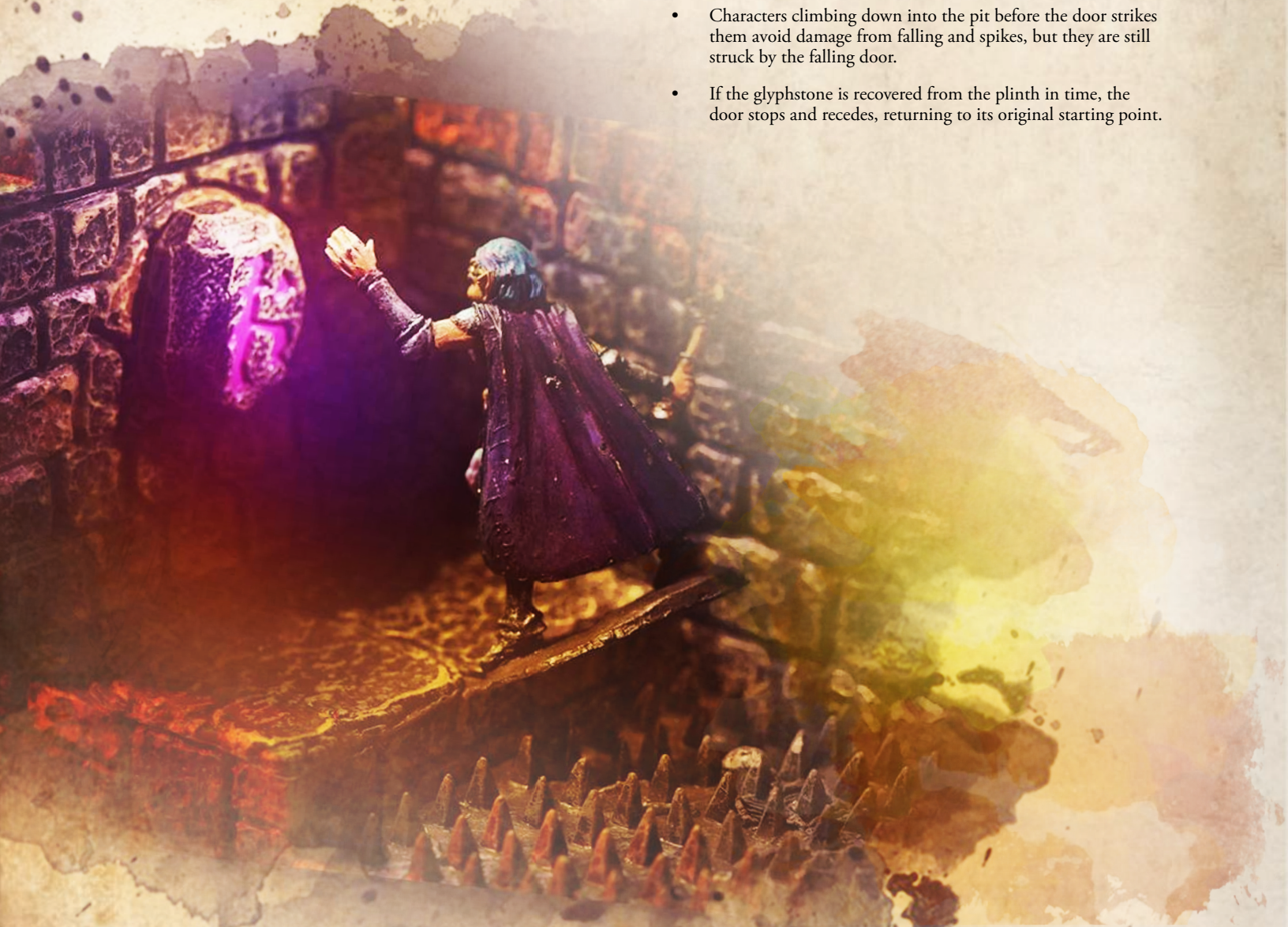
THIRD LANDING AND FLAME TRAP

The landing is 5ft wide and contains a flame trap, identical to the one in Area B with two exceptions. First, the weight required to trigger the trap is only 25 pounds. Second, if the flame trap is triggered it also triggers a door trap:

Door Trap: If the flame trap here is triggered, the door between Area A & Area B slams shut and locks firmly in place. The door can be unlocked with a DC 13/16/19 Dexterity (Thieves' Tools) check.

Additionally, the door and the wall around it now begin to move forward! The wall moves 10ft per round. On the second round, anyone in the first 15ft of the hallway is pushed into the pit, forcing them to fall into it. The door is then released from its hinges, falling into the pit and dealing 1d10/2d10/3d10 bludgeoning damage to anyone in the pit. Characters in the hallway may work to slow down the door. Reward character ingenuity, using the following ideas as guidelines and a DC 12/14/16 for any skill checks:

- A character can push against the door, stopping it for a round with a Strength (Athletics) check
- Wedging materials into the cracks of the door and wall to slow it with appropriate tools using Dexterity or Intelligence.
- Characters climbing down into the pit before the door strikes them avoid damage from falling and spikes, but they are still struck by the falling door.
- If the glyphstone is recovered from the plinth in time, the door stops and recedes, returning to its original starting point.



E. FOURTH PIT AND FINAL LANDING

One final pit separates the heroes from the final landing.

Spiked Pit: The fourth pit presents an additional challenge, as the landing before the pit (see Area D) is only 5ft wide. Without a running jump, a Strength of 20 or higher is required to jump the pit. A character may climb down into the pit or devise a different way to cross. The spiked pit is similar to the pit in Area A. However, the spikes are poisoned.

Poison: The spikes are coated in contact poison, making this a hazard even for a character moving past the spikes. A DC 12/14/16 Dexterity (Acrobatics) check is required to avoid the poison when walking along the bottom of the pit. A character failing this check or falling into the pit takes 1d10/2d8/2d10 poison damage (plus 1d6 bludgeoning damage from the fall and 1d4/2d4/4d4 piercing damage from the spikes, if appropriate).

FINAL LANDING AND NET TRAP

The final landing is, of course, also trapped.

Detecting the Trap: A pressure plate in front of the plinth arch can be detected with a DC 12/14/16 Intelligence (Investigation) check.

Net Trap: Any creature crossing on or over the landing causes a net to be fired forcefully from behind a false stone in the plinth. Any creature on or above the landing must make a DC 12/14/17 Strength saving throw or be restrained in the net and pushed back into the pit.

Disabling the Trap: A creature adjacent to or on the pressure plate may disable it with a DC 13/15/18 Intelligence (Thieves' Tools or Mason's Tools) check.

PLINTH ARCH

Read or paraphrase the following:

Finally you stand before the stone arch containing the rune-inscribed glyphstone! Of course, the inner surface of the arch is ringed with small blades. Worse, there is a palpable sense of dread in this place. Whispered voices emanate from the stone arch, promising a terrible maiming if you dare grasp the glyphstone!

The stone arch is enchanted to extend its blades into anyone reaching for the glyphstone. The secret is to extend a hand very slowly, but a fear aura makes that challenging.

Detecting the Trap: The blades are obvious. A DC 13/15/17 Dexterity (Investigation) check allows a character to determine that the trap reacts to speed. Trying to move very slowly is the key to grabbing the glyphstone.

Fear: An aura of fear radiates from the arch. The whispered voices and slowly extending blades try to frighten the character into moving their hand quickly. A character trying to grab the glyphstone must succeed at a DC 12/14/16 Wisdom (Insight) check to overcome the fear.

Only a Hand: Only a hand may be used to grasp the glyphstone. Anything else that is extended is either severed by the blades or fails to dislodge the treasure.

Grabbing the Glyphstone: A DC 14/17/19 Dexterity (Sleight of Hand) check is required to grasp the glyphstone. This check is made with disadvantage if the check against the fear failed. On a failure, the character takes 1d10/2d8/3d6 piercing damage and must try again. Once the glyphstone is seized, the whispering fades and the blades retract. Additionally, none of the traps in the Gauntlet are triggered by a character carrying the glyphstone.

TREASURE

The third glyphstone is described in **Handout: The Third Glyphstone of Eldrid**. The party may also have recovered the treasure found on the skeleton in Area D.

TROUBLESHOOTING

The Gauntlet is intended to be a true deathtrap challenge. For groups preferring a less difficult challenge, reduce the DCs of most trap detection and disabling checks by 2. If the party takes heavy damage, you could double the number of healing potions found on the skeleton.

CONTINUING

The party may return to the green-tinted door in Area A, which leads to Encounter 6: *Acid Bath*. They may instead return to Encounter 4: *Deadly Corners*, and use the remaining door to reach Encounter 7: *Gorgon Tiers*.

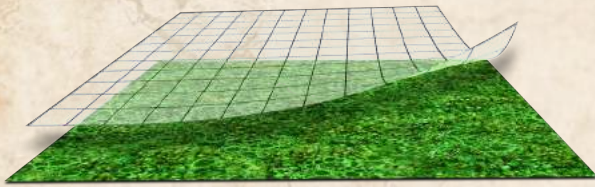
ENCOUNTER 6: *ACID BATH*



ENCOUNTER 6: ACID BATH

The adventurers enter this Encounter from Area A in The Gauntlet (Encounter 5). The Acid Bath is a multi-level platforming challenge which should engage party members in multiple tasks at once. It makes ample use of vertical space and cover, and characters will be most successful if they use the terrain to their advantage.

A character struck by the green crossbow ray in Encounter 1, will lose the Crossbow's Gift when entering this room, as it expires after four Encounters.



TERRAIN TIPS:

When you build the Acid Bath, make note of the following features:

- The Caustic Croc miniature should remain hidden behind your DM screen until the beast emerges from beneath the acid.
- We recommend placing a Clear Grid Overlay on top of your Acid Terrain Tray before building the rest of your terrain. This makes tactical combat and movement easier when miniatures are in the acid.

A. ACID BATH ROOM

The two serpent braziers and glowing acidic pools provide dim illumination. Adjust descriptions based on the party's light source as appropriate. Read or paraphrase the following as the party enters:



The door opens onto a small platform of stone jutting into a large chamber... where the floor is unseen, hidden beneath glowing and bubbling acid of unknown depth! No safe path leads from this platform. You can see stone ramps running along the left- and right-hand walls, beginning not far from where you stand. Reaching the ramps would be difficult, however, because of the acid and also because of two massive blades rhythmically sweeping through the air on either side of your platform. The ramps lead up out of the acid and toward the far side of the chamber; at the midpoint of each wall, where they cease rising at a height of about ten feet above you, they connect to narrow causeways that turn and cross the acid on arched spans to meet each other atop a square central pillar. From the top of this pillar a third raised path leads to the back of the room. There, stairs lead down along the far wall to two other platforms in the far corners of the room. Looking through the archways you can just make out two tall golden braziers upon the far platforms. The braziers are decorated with large menacing snake heads and burn with green smokeless flame. From the head on the right hangs a necklace bearing a glowing green amulet. At the foot of the other brazier is the outstretched body of an adventurer. It clutches a roll of parchment in one hand.

The party may wade through the acid or try to jump past the swinging blades. Unless invisible or similarly undetectable, any creature who moves beyond the platform also attracts the attention of the crocodile, which immediately initiates combat. In addition, when any character reaches the top of a ramp or passes the archways, the statues activate. Characters reaching the statues may investigate the body or necklace.

TRAPS AND ACID

Acid: The acid is 10ft deep. A creature entering the acid or starting its turn in the acid takes 3/5/7 acid damage.

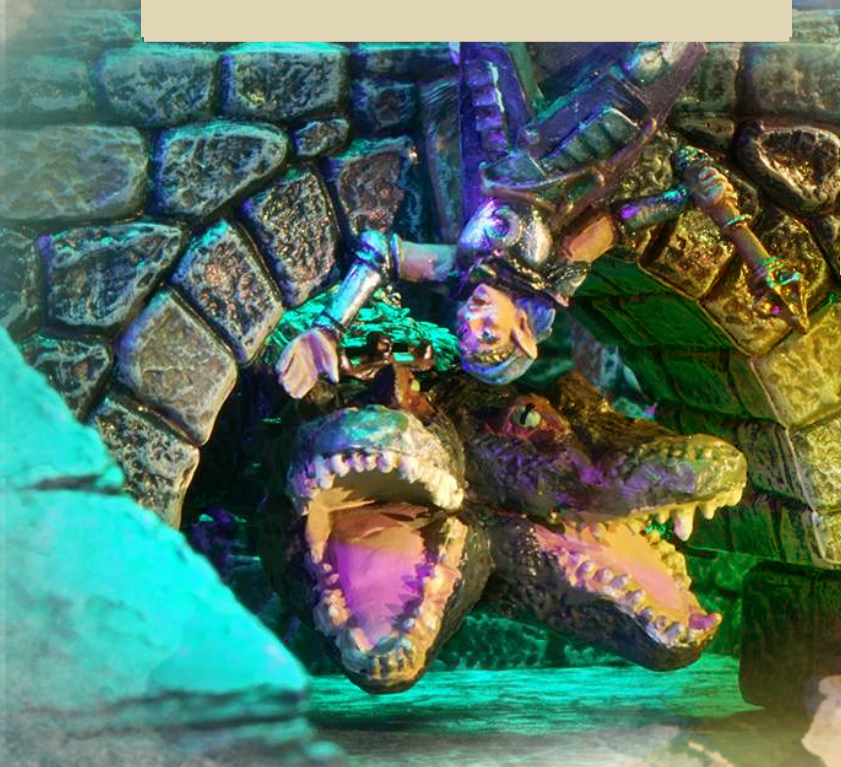
Swinging Blades: A character with a Strength of 15 or higher can make a long jump from the platform to a ramp. However, they must succeed at a DC 13/15/17 Dexterity (Acrobatics) check or be struck by a blade, taking 1d8/2d8/3d8 slashing damage and falling into the acid. Disabling or destroying the blades is difficult. They can be disabled by an adjacent character (standing in the acid under the blade) with a DC 18/21/24 Dexterity (Thieves' Tools) check. The blades have AC 16, 14/24/34 hit points, immunity to poison and psychic damage, immunity to all conditions, and resistance to piercing damage.

TWO-HEADED GIANT CROCODILE

The crocodile emerges from the acid just behind one of the archways (choose whichever archway is closest to a character). See **Appendix A: New Monsters** for the two-headed crocodile's statistics and note the special adjustments for each party level.

When it first appears, read or paraphrase:

A terrible beast rises up from the caustic pool, with jagged leathery hide, sinuous tail, and massive maws... an enormous crocodile, but with two heads! One of the heads, scarred and malignant with mottled red eyes, bellows a deep thunderous roar. The other head has soft wet eyes that appear almost human; tears stream from them as it scans the room for threats. Around the weeping head's neck is a rune-inscribed collar.



TACTICS AND CHALLENGE LEVEL

The crocodile focuses on the closest creature that seems to be a threat. It stays in the acid and won't climb to higher ground, as the serpent braziers can teleport troublesome party members to it. The crocodile is intended to provide steady pressure with a few damage spikes from its rend. The constant healing from the braziers should encourage players to split, with some characters going after the statues to stop them from healing the monster.

Collar: The collar on the crocodile appears to be a choker a person would wear, only fashioned (or enlarged) to a grander scale. The runes are actually druidic. Anyone who can read druidic can see that the runes represent balance, peace, and kindness... clearly the opposite of this terrible beast. The collar is described in Treasure, below.

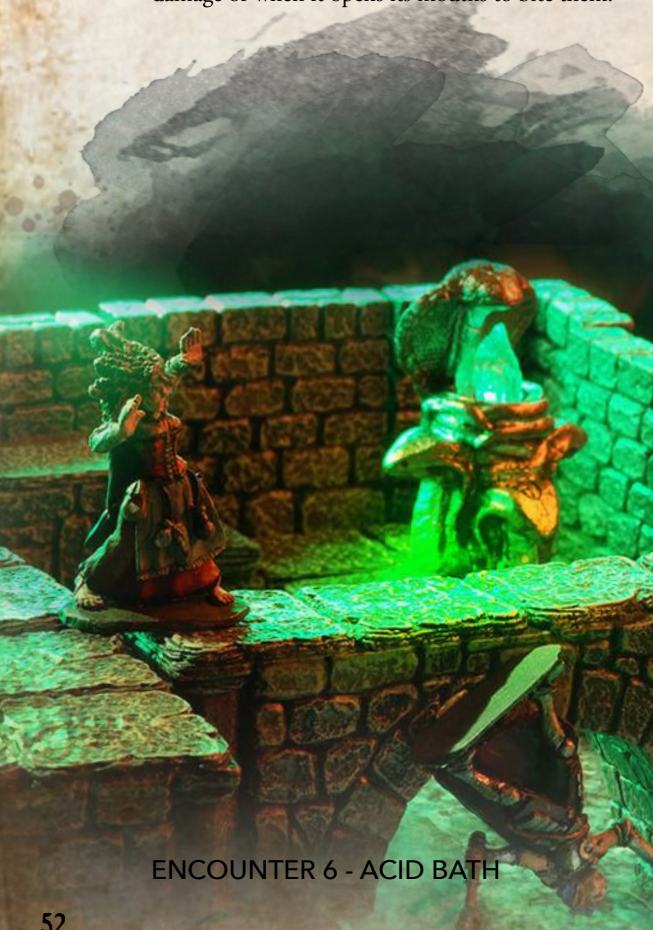
The Crocodile's Story: The crocodile was once Dwatha, a druid exploring the dungeon. He wildshaped at the exact moment he was struck by sorcerous magic, and became trapped in this two-headed monstrous form. The difference between the heads is obvious. A character thinking to examine the creature and succeeding at a DC 12/13/15 Intelligence (Arcana or Nature) check learns that the malignant head seems to dominate the creature, driving its will. If more than 1/4 of the creature's hit point total is inflicted while deliberately targeting the malignant head, the head is lopped off and the druid changes back into half-elven form (spitting up its treasure when this happens). Other actions, such as casting spells that charm or hold a creature directly at the malignant head could temporarily revert the crocodile or at least let the other head cry out, "Cut it off, cut it off!"

Shiny: Within the crocodile's stomach is a magical suit of armor (see Treasure). Characters with a passive Perception score above 15 can see something metallic within the crocodile as it takes damage or when it opens its mouths to bite them.

APL	MONSTERS
1	1 Two-headed giant crocodile (AC 11, 65 hit points, remove Rend ability), 2 Lesser serpent braziers (AC 13)
2	1 Two-headed giant crocodile (AC 11, 75 hit points), 2 Lesser serpent braziers (AC 13)
3	1 Two-headed giant crocodile, 2 Lesser serpent braziers
4	1 Two-headed giant crocodile (95 hit points, +1 to attacks), 2 Lesser serpent braziers (+1 to attacks)
5	1 Caustic two-headed giant crocodile (AC 14), 2 Serpent braziers (AC 15)
6	1 Caustic two-headed giant crocodile, 2 Serpent braziers
7	1 Caustic two-headed giant crocodile (+1 to attacks), 2 Serpent braziers (+1 to attacks)
8	1 Caustic two-headed giant crocodile of legend, 2 Greater serpent braziers
9	1 Caustic two-headed giant crocodile of legend, 2 Greater serpent braziers
10	1 Caustic two-headed giant crocodile of legend (+2 to attacks), 2 Greater serpent braziers (+1 to attacks)

SERPENT BRAZIER

The braziers activate when a character reaches the top of a ramp or moves beyond the archways. Each statue has four heads, acting on set initiative counts. They will attack the adventurers and also use healing rays to aid the crocodile. See **Appendix A: New Monsters** for the statistics of the two statues. The rightmost statue wears the necklace with the green glowing amulet. See the Treasure section. The skeleton of an adventurer lies upon the walkway at the base of the leftmost statue. Clutched in a skeletal hand is a roll of parchment, and a backpack holds potions of healing. See Treasure.





TACTICS AND CHALLENGE LEVEL

If the party needs a challenge, the teleportation rays can be used to drop targets above the swinging blade trap. This inflicts acid damage and a chance at the trap damage. In an even fight, the rays can teleport creatures closer to the crocodile, or even move the crocodile itself (it willingly fails its saving throw). If the party is already facing a strong challenge, the teleportation can simply move them away from the action - perhaps somewhere along the walkways. The slow effect can be used on a melee combatant to keep it away from either a statue or the crocodile and combines well with the teleportation. (Take care not to use this repeatedly on the same character to avoid creating an extremely frustrating experience.) The acid attack can be used to engage characters who hang back, as long as there is line of sight to them. The constant healing from the statues and the relative ease with which the heads can be destroyed should encourage some characters to seek out the statues, so they spread out and experience the entire room.

TREASURE

Several items of treasure are in this room:

Crocodile's Stomach: Inside is a suit of armor of the undying flame (choose an armor type a member of the party can wear). If the crocodile reverts to half-elven form, it spits up the armor before changing form. Provide whoever takes the armor with **Handout: Armor of the Undying Flame**.

Crocodile's Collar: This item is Dwatha's Runestone Collar. After the battle, the collar can be recovered and it shrinks to a size appropriate for a humanoid. See **Handout: Dwatha's Runestone Collar** for a full description of this item. If the druid is saved, he gives the party his collar as a reward for his rescue, then departs to explore on his own.

Amulet on the Rightmost Statue: The glowing green amulet is the amulet of the eternal serpent, and it magically opens the door between Encounter 8, Puzzle Floors, and Encounter 10, The Menagerie. The amulet shrinks to a size for a humanoid when it

is recovered. See **Handout: Amulet of the Eternal Serpent** for statistics.

Roll of Parchment in Skeleton's Hand: The parchment contains the seemingly nonsensical notes this adventurer made. A character speaking Thieves' Cant can decode the notes, finding that they describe the first set of traps in Area B of Encounter 5, The Gauntlet. Provide the player with **Handout: The Thief's Notes**.

Backpack on the Skeleton: In the backpack is a wand of secrets and 6 potions of healing / 6 potions of greater healing / 8 potions of greater healing.

TROUBLESHOOTING

If the party finds the encounter to be too hard, the ghost of the dead adventurer by the leftmost statue could rise as a maereghast, but help the party. The spirit is confused, feeling as if it is being pulled deeper into the dungeon, but can remain long enough to provide assistance during the fight and perhaps share a few clues. You can provide additional potions of healing if the party is low on resources.

CONTINUING

If the party has not explored Encounter 5: The Gauntlet, they may head there. Otherwise, they can return to Encounter 4: *Deadly Corners*, and then proceed to Encounter 7: *Gorgon Tiers*.

ENCOUNTER 7: *GORGON TIERS*



ENCOUNTER 7: GORGON TIERS

The adventurers enter from Encounter 4, *Deadly Corners*. There is no light in the antechamber. Adjust descriptions based on the party's light source.



A. Mosaic Antechamber

Read or paraphrase the following as the party enters the hallway and antechamber:

An entrance hallway leads to a long antechamber. A wall on your left side displays two colorful tile mosaics, while the opposite wall bears a grand vaulted archway closed off by massive iron double doors.

If any of the characters were struck by the crossbows in Encounter 4, *Deadly Corners*, they can see through the illusion of the mosaics. The effect of the crossbows in Encounter 1, *Zaltar's Gameworks*, has faded (the crossbow effect fades after four encounters).

The party may inspect the doors or the mosaics.



Mosaics: The mosaics appear as beautiful patterns of brightly colored tiles of orange, red, and brown. A character studying the mosaics and succeeding at a DC 11/13/15 investigation check sees hidden patterns depicting flaming swords and spears.

These mosaics are actually an illusion, but will appear solid even to the touch. The illusion can be dispelled with a dispel magic at a DC of 14/15/16. A wizard with the Arcane Tradition: Illusion can penetrate the illusion with a successful Intelligence (Arcana) check at a DC 11/13/15. To anyone under the effect of the crossbows in Deadly Corners, however, the mosaics are invisible. Instead, such an individual can see that the stone walls have been carved away to create the likenesses of two giant humanoids. The details of their armor and clothing are inlaid with brass and decorated with representations of fire. A DC 15/17/19 Intelligence (Arcana or Mason's Tools) check reveals that these are not statues, but rather dormant golems.

Note: Depending on the APL of the encounter, there may only be one golem here, or even none (in which case the mosaics are real and not illusions). See the monster chart on the next page.

TERRAIN TIPS

To make the most of your Dwarven Forge experience, start your build without the golem walls. Add them only if the party discovers their presence. This adds excitement as the party worries about when the golems might animate. Otherwise, adding the golem walls once the party activates them is a fun surprise.

The **golems** do not activate at this time. However, characters could attempt a DC 15/17/19 Strength (Mason's Tools) or Dexterity (Thieves' Tools) check to try to sabotage the golems in some way to prevent them from attacking later. Success will delay the emergence of the golems (see below) by one round. Succeeding at the check by more than 5 can, at the DM's discretion, delay them by two rounds.

Additionally, a character could attempt a DC 15/17/19 Intelligence (Arcana) check to diffuse the magic on one of the golems. Success will expend 1d2 of the runes which power the golems' powerful green ray attack (see the monster description).

Iron Doors: These doors are not trapped, but are reinforced doors of the type used in the vault of a treasure room. A DC 11/13/15 Wisdom (Perception) check reveals tiny carvings etched into the surface of the doors. What appears to be a pattern is actually a depiction of humanoids fighting giants with flaming weapons.

Once the party opens the iron doors, proceed to Area B.









B. Main Chamber, Ground Level

When the party opens the doors from the antechamber, read or paraphrase the following:

The iron doors swing open to reveal an enormous echoing hall. Two sets of wide steps curve upward at left and right, beginning at either wall and meeting at a tall landing in the center of the chamber. In front of the landing, down on the ground floor, is an enormous raised fire pot fiercely burning. It roars and crackles as if freshly fed, and you can feel its warmth even from the doorway.

The landing leads to the elevated back half of the hall, and your eyes are immediately drawn to the fearsome statue of a massive bull that dominates this upper area; the creature is sculpted of iron, silver, and brass. Flanking the statue are two ancient tiered pillars bearing strange carvings.

The far wall behind the statue is carved with the likenesses of two hulking humanoids, the stone embellished with brass and silver. Between them is an open doorway. Through the doorway you can just make out the purple glow of one of the Glyphstones of Eldrid.

The ground floor in the front half of the room is safe. Combat begins when the party reaches the landing, though there are traps on the stairs and the party may wish to investigate the fire.

Ceilings: The ceiling is 30ft above the ground floor and 20ft above the back half of the room.

Fire Pit: This fire pit of black stone is decorated with two skulls. The eyes flicker with flame, and seem to follow the party's movement. A DC 13/16/18 Wisdom (Perception) check notes that the eyes are focused on the weapons the party members carry. Any weapon or ammunition inserted into the flame will catch on fire until an action is taken to snuff it out or the weapon leaves the room. While on fire, the weapons give off tremendous heat and it is clear to the wielder that the fire has a magical quality. On a successful hit with a flaming weapon, the wielder suffers 2/4/6 fire damage, but inflicts an additional 1d8/2d8/3d8 fire damage to its target. The fire damage also causes the blow to overcome any damage resistance the target normally possesses (including the golems' resistances).

A character falling into or touching the fire pit takes 2d8/3d8+2/4d8+4 fire damage.

Staircases: The leftmost staircase is trapped. This can be determined with a DC 13/16/18 Intelligence (Investigation) check.

When a character reaches the top of this staircase, the stairs tilt down towards the center of the room and the fire. Any character on the left staircase at the time must succeed at a DC 12/13/15 Dexterity (Acrobatics) check or slide into the fire pit, suffering 2d8/3d8+2/4d8+4 fire damage.

This trap automatically resets and will trigger any time a creature steps on it. Clever players can use this trap against the golems or gorgon.

When a character first reaches the landing, proceed with the description of Area C.

C. Main Chamber, Upper Level

When a character first steps off the stairs onto the landing, read or paraphrase the following:

As you approach the landing, you note that relief carvings depicting humanoids fighting bulls decorate the two tall pillars, along with writing in a strange language.

The moment you step on the landing, the metal bull's eyes glow a malevolent red and it snorts a puff of green gas from its nostrils. This is no ordinary bull, it's a gorgon! The massive beast charges straight towards you, and as it steps off the platform the door behind it clangs shut.

Roll initiative!

APL	MONSTERS
1	1 doom gorgon, 1 runic golem
2	1 doom gorgon, 4 runic golems
3	1 greater doom gorgon, 2 runic golems (-1 AC, -10 HPs, -1 to attacks)
4	1 greater doom gorgon, 4 runic golems
5	1 greater doom gorgon, 2 greater runic golems
6	1 greater doom gorgon, 3 greater runic golems
7	1 greater doom gorgon, 4 greater runic golems
8	1 legendary doom gorgon, 2 legendary runic golems
9	1 legendary doom gorgon, 3 legendary runic golems
10	1 legendary doom gorgon, 4 legendary runic golems

See Appendix A: *New Monsters* for all monster statistics.



DOOM GORGON

The gorgon is meant to be a fun but difficult challenge with various options for resolution. Finding the hatch, reading the pillars, and discovering the whip and lasso can all add excitement, so provide hints as needed to keep the combat interesting.

Gorgon Charge: When combat starts, the gorgon immediately makes a charge attack. If it hits, the *punishing hooves* attack that follows also pushes the victim off the landing and possibly into the fire. Allow the character a DC 13/14/15 Dexterity (Athletics) check to grab onto the edge and avoid falling into the fire. Otherwise, they fall into the fire pit suffering 2d8/3d8+2/4d8+4 fire damage.

Tactics: The gorgon attacks recklessly, charging when possible and not hesitating to provoke opportunity attacks. It shows fear if any character grabs the whip or lasso from the weapon racks.

Gorgon's Hatch: A character with a Passive Perception of 15/17/19 or higher sees the outline of a hatch on the gorgon's back. A character making a DC 13/15/17 Dexterity (Acrobatics), Strength (Athletics), or Wisdom (Animal Handling) check can jump or climb onto the gorgon's back. This check must be repeated each round that a character attempts to stay on top and "ride the bull." While riding, a DC 13/15/17 Dexterity (Thieves' Tools) or Strength (Athletics) check opens the hatch and reveals gears and controls.

Each round thereafter, the character riding the bull may use an action to attempt to control the gorgon with a DC 11/13/15 Dexterity (Thieves' Tools) or Intelligence (Investigation) check. Success allows the character to move the gorgon 10ft in any direction, or stop it from attacking. Succeeding at the check by more than 5 allows the character to make the Gorgon attack as well, potentially using it as a weapon against the golems! Every time the character succeeds at using these controls they get a knack for the controls and the DC for each subsequent check is cumulatively reduced by 1.

Moving the Gorgon: If a whip or lasso are used against the gorgon, the wielder may attempt a DC 13/15/17 Wisdom (Animal Handling) check. With a success, the attack allows the wielder to move the gorgon 10ft in any chosen direction. If the gorgon is maneuvered back onto the raised dais, it stops attacking and the door behind it opens once more.

RUNIC GOLEMS

The golems enter the combat in stages, adding excitement and danger to the fight. If fewer than four golems are indicated, remove a golem first from the antechamber, then one from the upper level. The weapon racks behind the golems are visible if there are fewer than two golems in the upper level.

- Round one: the two golems in the antechamber (Area A) activate and move toward the party. They open the iron doors as part of their movement. They attack the closest party members.
- Round three: the golems at the back of the main chamber activate and engage the closest party members. The weapon racks become visible at this time.

Golem Rays: The golems can fire bolts of green arcane energy from their palms, but can do so only four times each. Glowing runes

upon the golems wink out with each shot, revealing to the party the number of charges remaining. Characters could exploit this, causing a rune to discharge harmlessly by attacking the runes directly (10/15/20 damage done only to a rune) or using an action and a successful DC 12/14/16 Intelligence (Arcana) check to expend a rune through counter-magic. The energy bolts have the same side effect as the crossbow traps; the first person struck by one can subsequently see through certain illusions in the dungeon. Provide the first player struck by one of these energy rays with **Handout: Residual Golem Energy**.

Golem Tactics: The golems attack the closest target initially, but will switch targets to whatever they perceive to be the most dangerous threat. They lack cunning and can be tricked or out-manuevered. If the gorgon is forced to attack them, they could start attacking the gorgon!

ROOM ELEMENTS

Tall Pillars: Any attempt to study the inscriptions on the pillars reveals that the humanoids depicted in the carvings are using myriad weapons. Casting *comprehend languages* (or a similar spell) or using an action and a DC 12/13/15 Intelligence (History) check deciphers the writing. Provide the player who reads it with **Handout: Taming the Colossus**.

Weapon Racks: The weapon racks become visible as soon as the golems move out of the nooks. Any melee weapon a character can think of is likely on the rack, including a whip and a lasso. All the weapons on the rack are inscribed with runes and etchings of fire. If dipped into the fire pit (see above) they will deal an additional 1d8 fire damage on top of the regular bonus damage already given by the pit.

Warded Door: This door is warded and impervious to magic or lock picking. No lock is even visible upon its surface. To exit this room, the party must force the gorgon back onto the platform where the creature first stood. This can work even if the party drags the dead gorgon onto the platform.





TERRAIN TIPS

For added impact, you could keep the weapon racks hidden until the golems activate. Then once the golems move, remove their walls and place the weapon racks in the now exposed nooks. This will help draw attention to the weapon racks and encourage players to investigate the revealed weapons.

D. Treasure Chamber


Access to this area is through the warded door (see above), which opens if, and only if, the gorgon is returned to its platform (dead or alive). When the party enters, read or paraphrase:

Flickering torches illuminate a grand vaulted wall. Directly ahead is a plinth, a brightly shining glyphstone set in the recess above it. Resting upon the bottom of the plinth is an open leather sack revealing gems and coins, and what looks to be a rolled-up scroll of parchment.

On one side of the chamber is an iron-bound wooden door.

There are no traps in this chamber. On the wall by the plinth is the fourth **Glyphstone of Eldrid** (provide the player who touches it with **Handout: The Fourth Glyphstone of Eldrid**).



The background of the page is a parchment-like texture. On the left, there is a large, stylized illustration of a stone pillar with a gorgon head. The pillar is made of rough-hewn stones and has a gorgon head with wings and a snake-like body. To the right, there is a fire pit with a skull on its side and a bright yellow and orange flame. The overall color palette is dominated by earthy tones, with a prominent purple and pink wash on the left side.

The leather sack contains 300/650/900 gp worth of sapphires and gold, silver, and platinum coins. Three scrolls are rolled up, each containing a spell of up to 4th level. You may choose the exact spells to match the party's character classes, or use the default of the following wizard spells: *magic weapon*, *dispel magic*, *protection from energy*, *polymorph*.

TROUBLESHOOTING

This encounter is more fun if the adventurers discover how to use some of the various room elements to their advantage. If necessary, you can have the gargoyle pillars in the back of this room animate and start giving hints. The gargoyles could give information regarding the eyes on the fire pit, the weapon racks, the writing on the pillars, and the hatch on the gorgon. For additional fun, you could role play them as if they are a pair of movie critics or sports commentators giving a critique of the players' performance. They could provide clues about some of the room elements, perhaps inadvertently through their humor. "They haven't even found the whip yet, can you believe it?"

CONTINUING

The party may continue with Encounter 8, *Puzzle Floors*. If they have not explored Encounter 5, *The Gauntlet*, or Encounter 6, *Acid Bath*, they may also return to explore those areas.





ENCOUNTER 8: *PUZZLE FLOORS*



ENCOUNTER 8: PUZZLE FLOORS

The adventurers enter from Encounter 7, *Gorgon Tiers*. There is no light on the stairs or in the antechamber. Adjust descriptions based on the party's light source.

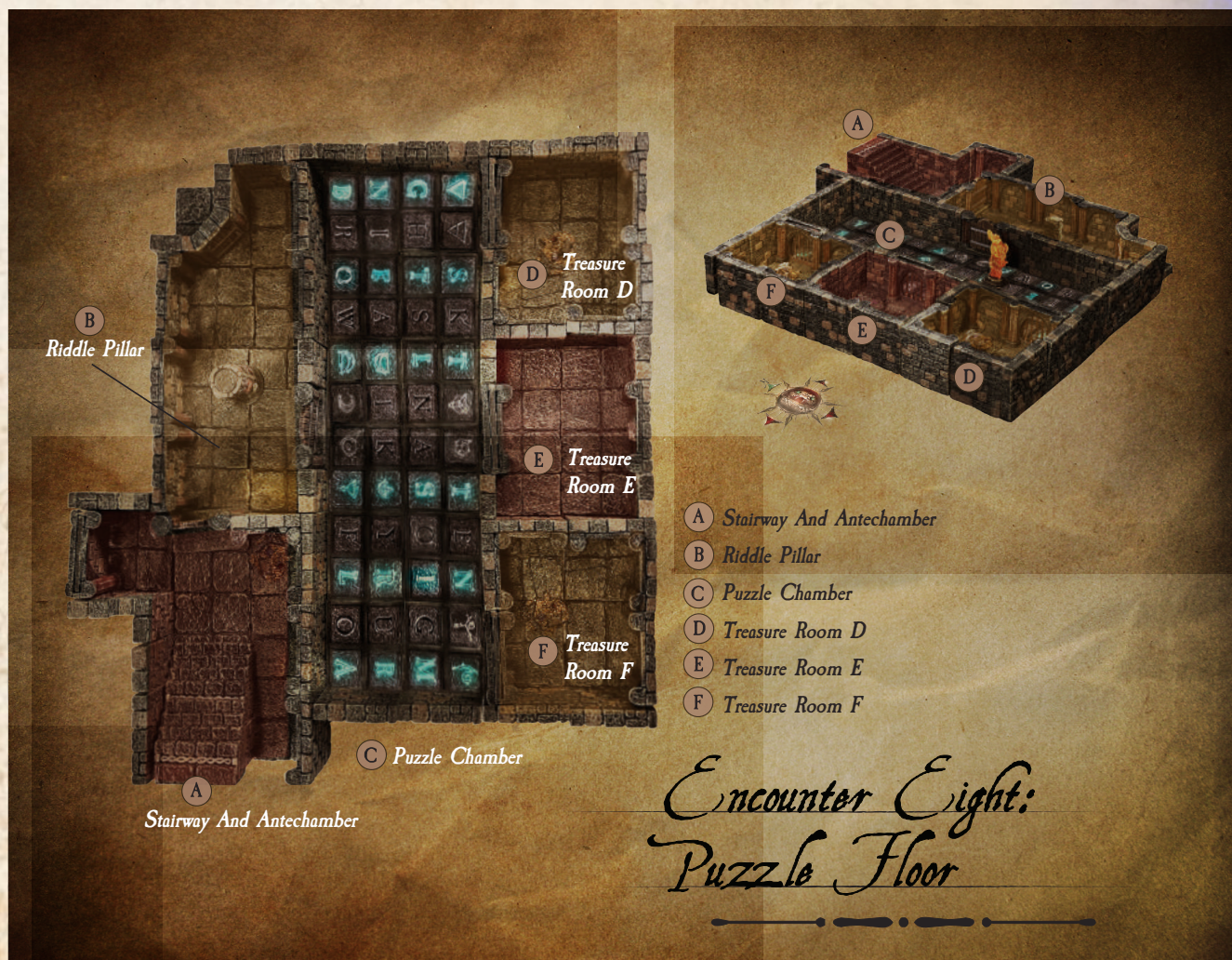


A. Stairway and Antechamber

Read or paraphrase the following as the party opens the door from Encounter 7:

The door leads to a set of wide crumbling stairs leading down to a small room. Corners and nooks are filled with shadows; the air is stale and every step on the stairway echoes. Directly across from the stairs is a doorway. In front of the door, not far from the keyhole, is a key hovering in midair.

The key is made of stone and is suspended inside a gelatinous cube, which automatically engulfs any character who approaches the key. It takes a DC 15 Wisdom (Perception) check to spot the gelatinous cube. It waits for one or more characters to draw near, but if they all hold back cautiously it may try to engulf the closest (with advantage from surprise if not detected). See Monsters, below.







Wooden Door: The wooden door leads to Area B. It is locked, but can be opened with the stone key or a DC 14/17/20 Dexterity (Thieves' Tools) check.

Secret Door: In addition to the wooden door, there is a secret door in the nook between the stairs and the wooden door. The secret door can be found with a DC 12/14/16 Wisdom (Perception) or Intelligence (Investigation) check. The secret door leads to Encounter 10, but cannot be opened at this time. If anyone touches the secret door (perhaps while searching for a way to open it), a stone mouth appears on the door and says, "Only those with the *amulet of the eternal serpent* and the *glyphstones* from watery doom may pass through me. Be gone!" The mouth, if addressed respectfully, will engage the party in further conversation. It likes to hear jokes, and may trade clues if told good ones. It can give the PCs hints based on where they have already been ("Oh, you were so close!" or, "I can't believe you didn't find it! It looks like..."). It will avoid answering any other questions about the dungeon.

If the party has both items it requires, the door first asks them a few questions about their time in the Dungeon of Doom, begs them for a joke or two, and then finally the secret door slides into the ceiling. This reveals the way to Encounter 10: *The Menagerie*.

The amulet is found in Encounter 6, *Acid Bath*, and two specific *glyphstones* in Encounter 9, *Eldritch Pools*.

MONSTERS

This is intended to be an easy fight, with the monster typically gaining surprise. When more than one monster is indicated, the only monster in the room initially is the gelatinous cube with the key—when combat starts the other appears through cracks in doors or walls (using its *amorphous* ability), or via magic.

APL	MONSTERS
1	1 gelatinous cube (-3 to damage rolls) (Monster Manual, p. 242)
2	1 gelatinous cube (Monster Manual, p. 242)
3	1 gelatinous cube (96 HPs) (Monster Manual, p. 242)
4	1 gelatinous cube (120 HPs, +1 to attacks and +3 to damage) (Monster Manual, p. 242)
5	2 gelatinous cubes (Monster Manual, p. 242)
6	1 gelatinous cube (120 HPs, +1 to attacks and +3 to damage), 1 black pudding (Monster Manual, p. 241 & p. 242)
7	1 gelatinous cube (160 HPs, +2 to attacks and +3 to damage), 1 black pudding (Monster Manual, p. 241 & p. 242)
8	1 gelatinous cube (160 HPs, +2 to attacks and +5 to damage), 1 black pudding (Monster Manual, p. 241 & p. 242)
9	1 gelatinous cube (200 HPs, +2 to attacks and +5 to damage), 1 black pudding (Monster Manual, p. 241 & p. 242)
10	1 gelatinous cube (220 HPs, +3 to attacks and +5 to damage), 1 black pudding (Monster Manual, p. 241 & p. 242)

KEY

The stone key opens the door to Area B.

B. Riddle Pillar

When the party opens the door to this room, read or paraphrase the following:

This long room has a door in of the long wall to your right and one at the far left corner, where the wall curves inward.

In the center of the room is a single gray stone pillar carved with brilliantly painted symbols. The pillar has two deep horizontal grooves around its circumference, dividing it into three distinct sections. Each section bears a collection of four different symbols.

The party may approach the doors without issue. Interacting with the pillar triggers an illusion (see below).

Righthand Door: This door leads to Area C. It is magically locked until the first riddle sequence is set in the pillar (see Riddle Pillar below).

Left Corner Door: This door leads to Encounter 9, *Eldritch Pools*, and is unlocked.

RIDDLE PILLAR

The pillar has three round bands, and each band bears four symbols:

- Band 1 - flame, wave, cloud, crystal
- Band 2 - salamander, fish, eagle, scarab beetle
- Band 3 - eye, mouth, hand, heart



CRYSTAL



FLAME



CLOUD



WAVE



SCARAB BEETLE



SALAMANDER



EAGLE



FISH



HAND



HEART



EYE



MOUTH

The bands can be spun, changing the alignment of the symbols. Touching the pillar for the first time causes an illusion to appear in the nook near the corner door. Any character who was struck by a green ray from either the crossbow trap in Encounter 4 or the runic golems in Encounter 7 sees the illusion as vague and insubstantial. Read or paraphrase the following.

Moments ago, the nook by the corner door was empty. Now a workbench covered in alchemical devices fills the space, and seated behind it is an alchemist in colorful robes. Standing by his side is a woman in deep blue robes who wears a crown.

Allow the characters a moment to react. A DC 10/12/14 Wisdom (Perception) or Intelligence (Arcana) will reveal this to be an illusion, as will any attempt to physically interact with the figures or their belongings. After a few moments, read:

The woman with the crown speaks to the alchemist, "Sahaugin have shattered my fleet to shards, slain my anglers, and prowl my coast! I must see them slain!" The alchemist thinks, then replies, "Your majesty, I shall brew an elixir that you may take the battle to them." She leaves and the alchemist begins brewing. A pale light appears, then fades, and the alchemist says, "And as the moon set, the potion was completed."

The scene vanishes, but reappears moments later. The queen, clad in bloodied armor, paces the room."Tis a bleak day as my capital city weathers the foul swarm of sahaugin. I proclaim I shall withstand their siege!" The alchemist responds, "Very well, I shall brew an elixir that you may become as strong as stone." She leaves and the alchemist turns to his bench. The light in the room slowly fades and the alchemist speaks: "Just before twilight, I have finished my brewing."

The scene again changes. The queen stands before the alchemist. "The foolish sahaugin have been immolated! My spirits should be soaring, yet I feel my life is dull now." The alchemist ponders, then says "I shall brew an elixir that you may dance among the heavens." The queen departs, and the alchemist begins to toil. A warm glow slowly rises over his shoulder. He announces, "And as the sun rose, the potion was finished."

The illusion vanishes, and the nook is empty once more.

Determine the character with the most glyphstones, or choose randomly if it is a tie. That character hears the alchemist say, "To solve the riddle of the queen, the pillar of knowledge must first be aligned to open the door to alchemy. Once in the laboratory, the time must be chosen, then the potion must be named, and finally the correct rune must be added to complete the recipe. Repeat this formula thrice and it will yield bountiful results."

Provide both copies of **Handout: The Riddle of the Queen** to the party, so they may refer to the story as needed to solve the puzzle.

In addition, you may provide the party with the extra Riddle Pillar piece so they may look at the symbols on it as they try to solve the puzzle.

Here are the three scenes/riddles in order, with the solutions:

FIRST SEQUENCE - "Sahaugin have shattered my fleet to shards, slain my anglers, and prowled my coast! I must see them slain!" The alchemist thinks, then replies, "Your majesty, I shall brew an elixir that you may take the battle to them." She leaves and the alchemist begins brewing. A pale light appears, then fades, and the alchemist says, "And as the moon set, the potion was completed."

- Players must align the pillar to:
 - Crystal (shattered/shards)
 - Fish (anglers)
 - Eye (see)
- Players must step on these two tiles first:
 - Moon (as the moon set)
 - Moon Set (as the moon set)
- Players must step on the tiles which spell the correct potion name:
 - WATERBREATHING (I shall brew an elixir that you may take the battle to them.)
- Players must step on the final tile to open the door:
 - Water

SECOND SEQUENCE - "'Tis a bleak day as my capital city weathers the foul swarm of sahaugin. I proclaim I shall withstand their siege!" The alchemist responds, "Very well, I shall brew an elixir that you may become as strong as stone." She leaves and the alchemist turns to his bench. The light in the room slowly fades and the alchemist speaks: "Just before twilight, I have finished my brewing."

- Players must align the pillar to:
 - Cloud (bleak day/weathers)
 - Beetle (*swarm*)
 - Mouth (*proclaim*)
- Players must step on these two tiles first:
 - Sun (Just before twilight)
 - Sun Set (Just before twilight)
- Players must step on the tiles which spell the correct potion name:
 - STONESKIN (I shall brew an elixir that you may become as strong as stone)
- Players must step on the final tile to open the door:
 - Endurance

THIRD SEQUENCE - "The foolish sahaugin have been immolated! My spirits should be soaring, yet I feel my life is dull now." The alchemist ponders, then says "I shall brew an elixir that you may dance among the heavens." The queen departs, and the alchemist begins to toil. A warm glow slowly rises over his shoulder. He announces, "And as the sun rose, the potion was finished."



SOLVING THE RIDDLES

Each scene in the illusion is a riddle providing one of the three safe pathways through the puzzle floor in Area C. Each safe path leads to a room with treasure and avoids traps. The steps for solving the puzzle are explained in the alchemist's final words:

- **The pillar of knowledge must first be aligned to open the door to alchemy:** First, the players need to set the riddle pillar in this room to match the correct alignment for the first riddle. Doing so opens the door to the puzzle room (if not already open).
- **Once in the laboratory, the time must be chosen:** The party must then enter into the puzzle room, where the floor tiles are marked with sigils or letters. The very first tiles are celestial, and the PCs must step on the right squares based on the sun or moon and whether it was rising or setting.
- **Then the potion must be named:** The PCs must then step on the letters in order to spell out the potion name.
- **Finally the correct rune must be added:** The path always ends at two final runes bearing magical or alchemical symbols. Stepping on the correct rune (based on the riddle's answer) opens the stone door.

Setting the Pillar Correctly: When a character sets the riddle pillar to the first sequence correctly, the door to Area C opens.

Setting the Pillar Incorrectly: When set incorrectly, the pillar makes an attack against a random creature in the room: Ranged Weapon Attack: +3/5/7 to hit, range 50ft, one target. Hit: 6/10/14 (2d4 + 1 / 2d8 + 1 / 2d12 + 1) electricity damage.

Resetting the Room: After being set correctly, if the riddle pillar is turned at all it will reset the puzzle. The door to Area C will swing closed and lock, and any destroyed tiles within are repaired. The door will reopen if the pillar is set to any correct alignment. Clever parties could reset the puzzle if they get multiple failures when attempting to find the correct tile path. However, when the pillar resets all the tiles blast flame jets and anyone in Area C must make a DC 16/18/20 Dexterity saving throw, taking 10/18/30 (2d4 + 3 / 3d8 + 5 / 4d12 + 4) fire damage on a failure, or half as much on a successful save.

- Players must align the pillar to:
 - Fire (immolated)
 - Eagle (soaring)
 - Heart (feel)

- Players must step on these two tiles first:
 - Sun (as the sun rose)
 - Sun Rise (as the sun rose)

- Players must step on the tiles which spell the correct potion name:
 - FLYING (I shall brew an elixir that you may dance among the heavens)

- Players must step on the final tile to open the door:
 - Life

The tile layout is provided in **Appendix B: Handouts** and is only intended for the DM as it provides the translation of some tile characters in ancient languages.

C. Puzzle Chamber

When the door opens (after a riddle pillar has been set correctly for the first illusion), read or paraphrase the following:

The pillar locks into place. You hear the sound of grinding stone and the door along the long wall swings inward.

Each floor tile in the rectangular room beyond has upon its surface a single rune or symbol, glowing with pale blue energy. The tiles closest to you seem to depict celestial bodies, though most of the tiles are letters... some in a strange language.

Across the room are three stone doors, each with the same gold-painted carvings. The tiles immediately in front of the stone doors seem to be symbols, perhaps magical or alchemical in nature.

The party must cross the room one tile at a time, in the order established by the current riddle. Each riddle, if solved and its path followed, leads to one of the three stone doors and the treasure room beyond.



Runes in Ancient Languages: Several of the tiles are in languages other than common.

- Celestial Runes – The six tiles nearest the entrance are celestial symbols. If a character speaks druidic or succeeds on a 12/14/16 Intelligence (History) check give them the translation key – **Handout: Celestial Runes.**
- Alchemical Runes – the last two tiles in front of each door are alchemical symbols. If a character succeeds at a 12/14/16 Intelligence (Arcana) or Wisdom (Medicine) check provide them with the translation key – **Handout: Alchemical Runes.**

Additionally, a *comprehend languages* spell reveals the common tongue equivalent for any particular tile.



TERRAIN TIPS

The Puzzle Floor tiles come with a decal sheet of 508 different decals. For translations of all these runes and symbols, see **Appendix E: Rune Guides.**

Traps: Stepping on any incorrect tile activates a flame trap! A jet of flame fires through the tile, shattering it. The character stepping on that tile must make a DC 12/14/16 Dexterity saving throw, taking 5/7/10 (1d4 + 3 / 1d8 + 3 / 1d12 + 4) fire damage, or half on a successful save. The trap is then spent for that tile and it is now a “safe” spot. However, the party must remember what rune was on that tile. Spells such as *mending* could repair a shattered tile. All shattered tiles are repaired when the puzzle is reset by the riddle pillar in Area B.

Jumping: A character may decide not to solve the puzzle and try to jump over some of the tiles. However, this is dangerous. The tiles are set upon the flame trap in a manner that makes them tilt

when a lot of pressure is applied (such as when someone jumps on one). A character jumping onto a tile must make a DC 13/15/18 Dexterity (Acrobatics) check or set off the trap under the current tile and an adjacent tile (choose one at random which is not part of the current path sequence). The character suffers damage from both tile traps.

Stone Doors: The gold paint on each stone door is actual gold. If scraped off, the metal is worth 25/50/90 gp. Each door is locked, but rises upward when a creature with an intelligence of 8 or higher steps upon the correct tile before it. Thus, players could bypass most of the puzzle and just trigger the final tile if they are clever or desperate. Each treasure room is described below.

TREASURE ROOMS

Eye: Whenever some or all of the treasure in a room is taken, a purple and blue eye appears on one of the walls, looks around the room, and vanishes. If the party has taken treasure from every room when the eye appears, one of the glyphstones from Area E teleports back to Area E. (This will happen repeatedly unless the eye is fooled somehow.)

Taking the treasure from only two rooms (treasure from two side rooms, or the wall glyphs and treasure from only one side room) will not trigger the teleportation. The party can either forego the treasure in one of the rooms or they can find a way to trick the eye. This could involve an illusion, a reasonable reproduction of what they take, blocking the eye’s view, magical darkness, etc.

Treasure Room D: The first treasure room holds a pile of coins and gems worth 175/250/475 gp. If fewer than two flame traps were triggered on the way to this door, the treasure also includes a pearly white *ioun stone of regeneration*. (See **Handout: Ioun Stone of Regeneration**)

Treasure Room E: The second treasure room’s walls hold the fifth and sixth **Glyphstones of Eldrid** (provide the player who touches one with the appropriate glyphstone Handout). If fewer than two traps were triggered on the way to this door, the treasure also includes three *potions of healing* / five *potions of healing* / three *potions of greater healing*.

Treasure Room F: The third treasure room contains a pile of coins and gems worth 175/250/475 gp. If fewer than two traps were triggered on the way to this door, the treasure also includes *Impexis the ice rapier*. (See **Handout: Impexis**)

TROUBLESHOOTING

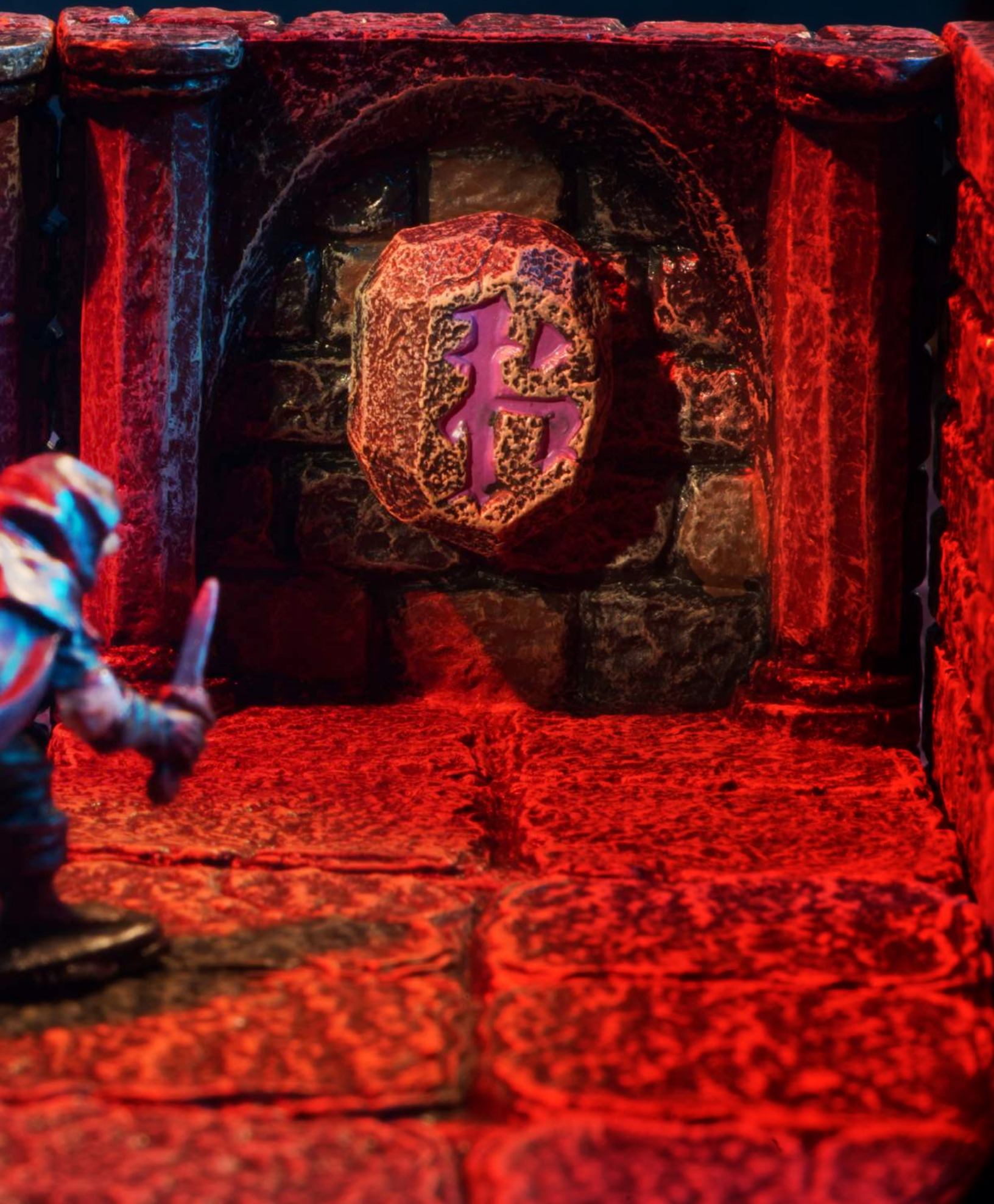
If the party does not enjoy riddles, they may jump or even rush across the tiles, suffering damage accordingly. Parties that want to solve the riddle and are struggling to do so could get a clue from the talking door in Area A, or perhaps an illusion of the alchemist could appear to give them one clue.

CONTINUING

The party may continue with Encounter 9, *Eldritch Pools*. The door to Encounter 10, *The Menagerie*, cannot be opened at this time (see Area A above for details).







ENCOUNTER 9:

ELDRITCH POOLS



ENCOUNTER 9: ELDRITCH POOLS

The adventurers enter from Encounter 8, Puzzle Floors. There is no light in this hallway. Adjust descriptions based on the party's light source. The effects of the Crossbow's Gift from Encounter 4 wear off when characters enter this Encounter.



A. Hallway

Read or paraphrase the following as the party enters the hallway:

This short hallway leads to a vaulted doorway with a weathered iron-bound door. On either side, roughly halfway down the corridor, are two stone pillars, each carved to resemble a gargoyle with a long open mouth and curling spiked tail.

The gargoyles are trying very hard to stay still. Anyone looking at them for signs of life will eventually see them move slightly. A DC 11 Wisdom (Insight) check suggests they are attempting to pass as inanimate.







If the party speaks to them, the gargoyles grudgingly respond. They were recently reprimanded by Zaltar for giving clues to adventurers. Zaltar threatened to grind them into dust, and the two are now deathly afraid. However, they are also not very bright. Clever roleplaying can cause them to give up information, including such questions as “what was the information that got you into trouble,” or “what did Zaltar tell you not to share.” This scene should provide some levity, with the gargoyles likely to share some or all of the following:

- The area once held magical water creatures, which claimed the lives of many adventurers.
- The area is now haunted by the slain adventurers and the water creatures are no more.
- The reason so many die is that there are limits as to how many living creatures can enter a room at one time.

Whether the party was given hints or not, if the characters speak to the gargoyles, they will be offered a deal. The gargoyles will cast *telepathic bond* (allowing the members of the party to share a telepathic link with each other, regardless of the distance between them, for one hour). In exchange, they ask two characters to give a small portion of their life essence - one hit die each. If the deal is struck, two characters must each insert a hand into one of the gargoyles' mouths, and the hit die is drained from them.

The door at the end of the hallway is unlocked. When opened, it reveals Area B.

B. Warded Doors

Read or paraphrase the following:

At either side of this small room is a magnificent door carved with a rune-emblazoned red sun. In the center of each sun is a depression shaped like a human hand.

The doors are similar to those encountered by the party in *Arcane Alcove* and *Gorgon Tiers* - the doors and stone around them are magically warded. No magic can breach the doors or walls, and there is no lock or mechanism to pick.

Passage Limits: A character who places his or her left hand into the depression on one of the doors is immediately transported into the room on the far side. However, as soon as half the party (rounded up) has entered a given room, the hand imprint on its door vanishes

and no more characters can enter that room. Animal companions and familiars are not counted towards this limit. The party must therefore split up; up to half the party can enter each room, while the remainder (if any) can wait in the hallway.

Sounds do not pass through the walls or doors. Only characters with the *telepathic bond* offered by the gargoyles can communicate between the rooms.

Once one or more characters have entered, proceed with Area C below.

C. Side Pools

Each of the side pools has the same description and characteristics. You may potentially have two groups of characters, each exploring a similar room.

Read or paraphrase the following when one or more of the characters have entered a side pool chamber:

This roughly rectangular room drips with moisture. A haze of steam hangs in the air, and beads of water cover every surface. The wall opposite you curves outward, two torches dimly illuminating a pool surrounded by purple crystals jutting up from grey stone. The water itself is purple. Steam drifts up from its surface.

Two stone pillars flank the pools. The gargoyles upon the pillars turn their heads to study you. “You split up, of course,” says one. “They will come for you, the Maereghasts! They never rest.”

You notice that the door through which you just came has a hand-shaped depression on this side as well.

SPLITTING THE PARTY

Part of this encounter's challenge comes from the party being forced to split up. If the party does not have telepathic bond, they can't communicate. You could separate the players physically and run each group in a separate room, in secret, if that is fun for you. Try to alternate between them, so no group is waiting for too long. If the groups are using telepathic bond, keeping everyone together at the same table makes sense - they can share what is happening with each other. Alternate between each side as they explore. When combat begins, consider tracking initiative as you would normally, even though the groups are separated. It keeps the time flowing equally across the table and keeps the action interesting for both parties.

The room's pool can be investigated; it is a portal to Area D. The torches appear as torches, even to characters able to see through illusions - although they are enchanted, they are not illusionary. Characters may also use the door.

Door to Area B: The door can be used to return to Area B (again, anyone who wishes to pass must touch a hand to the hand print). Characters may wish to exit if they are overwhelmed, need healing, or wish to exchange places with another character who provides different capabilities. However, the door will never let more than a maximum of half the party into a given room at one time.

Gargoyles: The gargoyles in the left-most room are sniveling wimps, scared of the adventurers but sure of the party's impending demise. Those in the right-most room are bold and insulting. If the party did not accept the *telepathic bond* in Area B, either pair of gargoyles here will offer the same bargain. They can share, in a manner according to their bold or cowardly personalities, the following:

- The pool seems to gather the spirits of those slain here, channeling them "beyond." The dead here suffer greatly.
- The pool's magic allows characters to travel somewhere else, but only two may pass.

ELDRITCH POOL

The party may approach the pool, noting its stones and its shimmering surface.

Stones Surrounding the Pool: These are etched with golden runes. The party may scrape off this gold, worth 25/45/90 gp. However, this deactivates the portal. If they need to repair the runes, they can replace the gold. You may have them roll Arcana and Nature checks for tension, but ultimately it will succeed with only one minor drawback - any spellcaster passing through this rebuilt portal must succeed at a DC 10/11/13 Intelligence (Arcana, Religion, or Nature) check or lose one spell slot of their choice. A DC 10/11/13 Intelligence (Arcana) check made before removing the gold will reveal this drawback to removing it.

Pool Surface: The purple water appears calm initially, though it radiates heat and gives off steam. When a character looks into the pool, read or paraphrase:

As you gaze into the pool, its purple waters reflect the images of countless adventurers, appearing and disappearing as if they were peering over the edge of the pool... just as you do now. Finally the reflections fade, showing only your face. The waters begin to swirl, creating a small whirlpool. You feel drawn towards the pool and its eldritch energy.

Entering the Pool: Characters may ignore this pull, but they must enter the pool to reach Area D. Any who step into the pool feel intense heat, but do not suffer any damage or become wet. Instead, they are instantly transported to area D (see below). After two characters have entered the portal, however, the waters still and the pool no longer functions as a portal.

Remaining Characters: If any characters remain in this area after the portal has been used, Maereghasts will appear and attack. As soon as Maereghasts appear in Area D, they also appear here. Have all the characters in the various rooms roll initiative at the same time. See the Splitting the Party sidebar for guidance.



MAEREGHAST ATTACK

Emerging from the mists in this room are spirits of those slain before. The monsters attack immediately and fight until slain. If there are characters in both of the side pool rooms, split the monsters between the two rooms as you see fit. See **Appendix A: New Monsters** for all monster statistics.

APL	MONSTERS
1	1 Maereghast barbarian
2	1 Maereghast barbarian
3	1 Maereghast barbarian, 1 Maereghast wizard
4	2 Maereghast barbarians, 2 Maereghast wizards
5	1 greater Maereghast barbarian, 1 greater Maereghast wizard
6	1 greater Maereghast barbarian, 1 greater Maereghast wizard
7	2 greater Maereghast barbarians, 1 greater Maereghast wizard
8	1 Maereghast doomwalker barbarian, 1 Maereghast wizard
9	1 Maereghast doomwalker barbarian, 1 greater Maereghast wizard
10	1 Maereghast doomwalker barbarian, 1 Maereghast doomwalker wizard

TRADING PLACES

If characters are overwhelmed or the party needs a different skill set, the gargoyles can point out that they can use the door to Area B to leave, allowing other characters to come in and replace them. The portal between Area C and Area D can be used the same way.

In addition, the party can split up and enter both of the rooms making up Area C. This allows more characters (a total of four) to reach Area D. The gargoyles are happy to offer their telepathic bond to allow the party to coordinate this.

D. Chamber of the Obelisk

The adventurers emerge from the magic pool. Read or paraphrase the following.

You emerge from swirling purple-blue waters onto a platform in the center of a larger eldritch pool. The room where you find yourself has the appearance of a church or temple - vaulted ceilings extend down to pillars along each wall, and directly in front of you is a rune-covered obelisk pulsing with red light. A nook behind the obelisk holds a single flickering torch, while a glyphstone sits in a wall nook in each of the far corners.

The pulsing of the obelisk quickens, then glows steadily. A low moaning sound echoes across the damp chamber as Maereghasts appear from the shadows. The obelisk pulses once more, slowly at first but its speed steadily increasing.

If you have not done so already, roll for initiative for both the obelisk and Maereghast(s). Up to four characters could reach this chamber, if the pools in both of the Area C rooms have been used. As noted above, characters can pass through the pool portal in either direction, though no more than two can enter Area D from each Area C room at a given time.

However, once the obelisk is disabled, the limit on characters in the rooms is lifted. At that point players may travel freely between all the areas of the encounter.

Torch/Eldritch Wall Ward: Any character able to see through illusions, such as those with the Residual Golem Energy handout, will see through the illusion of the torch and see the Eldritch Wall Ward instead. Hand such characters **Handout: The Wall Ward**. They can also see that both the wall ward and the glyphstones glow red, as if a protective field extends around them. The glyphstones cannot be removed from the walls until a successful DC 12/14/16 Intelligence (Arcana) or Dexterity (Thieves' Tools) check is made by a character adjacent to the wall ward, using magic or tools to disable the force field.

Magic Pool: A character entering the waters of the pool appears in one of the rooms of Area C – each character returns to the room they entered from, unless they would exceed the half party maximum allowed in that room, in which case they appear in the other room. A character can step through the portal as part of normal movement.

Maereghasts: See Monsters, below. The Maereghasts fight until destroyed.

Eldritch Obelisk: The rate of the obelisk's pulsing steadily increases. A successful DC 10/12/14 Intelligence (Arcana, Religion, or Thieves' Tools) check reveals that the obelisk recharges every two rounds, though it may be possible to interact with its energies. On the second round, one more Maereghast appears on the monsters' initiative count. A DC 12/14/16 Intelligence (Arcana, Religion, or Thieves' Tools) check to disable the obelisk delays the appearance of the Maereghast by one round. If a total of two successful checks are made, the obelisk is disabled and no longer pulses. Once disabled, the Obelisk no longer makes ray attacks, no longer summons Maereghasts, and no longer limits the number of players in any of the rooms.

Obelisk's Ray Attack: Until disabled, the Obelisk participates in combat and makes the following attack on initiative count 1:

Ranged Spell Attack: +4/5/6 to hit, range 50ft, one target.

- The target must succeed at a DC 12/14/16 Constitution saving throw or gain vulnerability to the first instance of damage taken before the start of the obelisk's next turn.
- If the character fails the saving throw by more than 4, the character is considered to have failed a death saving throw.
- This death saving throw failure lasts until the obelisk is disabled or the character leaves Area D.

APL	MONSTERS
1	1 Maereghast wizard
2	1 Maereghast barbarian, 1 Maereghast wizard
3	1 Maereghast barbarian, 1 Maereghast wizard
4	2 Maereghast barbarians, 2 Maereghast wizards
5	1 greater Maereghast barbarian, 1 greater Maereghast wizard
6	2 greater Maereghast barbarians, 1 greater Maereghast wizard
7	2 greater Maereghast barbarians, 1 greater Maereghast wizard
8	1 Maereghast doomwalker barbarian, 1 Maereghast doomwalker wizard
9	1 Maereghast doomwalker barbarian, 1 Maereghast doomwalker wizard
10	1 Maereghast doomwalker barbarian, 1 Maereghast doomwalker wizard

See Appendix A: *New Monsters* for all monster statistics.

TREASURE

Each corner holds a **Glyphstone of Eldrid** – the seventh and eighth (provide the player who touches it with the appropriate glyphstone handout). The glyphstones cannot be recovered until the Eldritch Wall Ward has been dealt with. These two glyphstones are required to pass through the secret door in encounter 8: Puzzle Floor Room and gain entrance to encounter 10: The Menagerie.

The Obelisk has twelve rubies embedded in its base, worth a total of 350/500/850 gp.

TROUBLESHOOTING

One part of the (split up) adventuring party could well become overwhelmed. At your discretion, the gargoyles could provide a hint to one group that another is in danger, even if the party has not bargained with them.

CONTINUING

The party must retrace their steps to Encounter 8, *Puzzle Floors*. From there, they may continue to Encounter 10, *The Menagerie*, if they have also recovered the amulet from Encounter 6, *Acid Pools*.







ENCOUNTER 10: *THE MENAGERIE*



ENCOUNTER 10: THE MENAGERIE

The adventurers enter from Encounter 8, Puzzle Floors. There are two torches at the far end of the room, providing dim illumination of the area near the party's entrance. Adjust descriptions based on the party's light source.

A. The Prison

Read or paraphrase the following as the party enters the room:

Two torches flicker on either side of a door at the far end of this fifty-foot-square room. The torchlight creates long shadows as it spills between metal bars that extend from floor to ceiling. This place is a prison: on each side of the chamber, two ten by twenty foot cells fill much of the space, leaving only a five foot wide corridor in between. Beyond them, on the left, a second door leads out of this room.

Three of the cells hold dangerous beasts. They stir at your arrival and begin growling and snarling. The cell to the far left, however, holds a tiefling woman in stylish plate armor tinted a fiery red. She sits on the floor, lounging idly against the cell wall. Manacles clasp her wrists, the chains leading up to the mouth of a brass face secured to the wall above her. She calls out, "Aha! My heroic rescuers have finally arrived!"



*Encounter Ten:
The Menagerie*

The characters can speak to the tiefling, Ozraeline. They may also inspect the cells or interact with the beasts (see Monsters, below). There is a secret door in one corner of the room, which the party may discover or hear about from Ozraeline. Opening it, and recovering the glyphstone within, requires the party to make choices. The door opposite the entrance leads to Encounter 12, while the door to the left leads to Encounter 11.

PRISON CELLS

Each prison cell is 10ft by 20ft, with a single door on one of its long sides. Thick metal bars extend from floor to ceiling, with a horizontal reinforcing bar across the middle. Each cell has a small trough attached to the wall, which magically fills with food (bland but sufficiently nutritious) twice a day.

Breaking in: The metal is magically reinforced (a *detect magic* spell will detect abjuration magic) and immune to poison and psychic damage. Bending or breaking the bars to create passage for a size medium or smaller creature requires inflicting 20 points of damage with a spell or magical weapon, or 40 points for a large creature.

Picking the Lock: The lock on each cell door can be opened with a successful DC 12/14/16 Dexterity (Thieves' Tools) check.

Manacles: The manacles in Ozraeline's cell lead to a brass face upon the wall. The face is sentient, and was once Daravel the Bold. He had the ill fortune of boldly calling Zaltar a sad excuse for a wizard, and Daravel's essence is now bound to this wall. The manacles have all the characteristics of *dimensional shackles*, thus preventing Ozraeline from using *misty step* to escape. If anyone other than Ozraeline asks Daravel to open the manacles he will do so, freeing her. To open the secret door, the manacles must be open and the torch must be moved. (See Secret Door, below).

OZRAELINE

Overly confident Ozraeline awaits the characters calmly. The tiefling is manacled to the wall. Though she appears to be wearing plate armor, this is a cosmetic change she makes with *disguise self*.

Ozraeline will try to trade her knowledge for freedom. Use the following information when roleplaying Ozraeline:

- Ozraeline the She-Devil is a warlock who formerly served Zaltar and Sysuul. She rightfully was suspicious of Zaltar's motives, and so he framed her as a traitor to Sysuul. As a result, Ozraeline was imprisoned.
- Zaltar concocted and planned the Dungeon of Doom. So it is he who is responsible for all the dead adventurers who have met their doom here over so many years.
- Because Ozraeline was involved in the creation of the dungeon, she is not affected by the Draining.
- Since Ozraeline has been imprisoned, much of the dungeon has been modified or completed. Everything past the Dais of the Dead is new to her.
- Ozraeline believes Sysuul would destroy Zaltar if freed, and reward her liberators, and the Maereghasts would no longer be under Zaltar's control.
- Ozraeline's greatest desire is her own freedom. She has three secondary agendas. First, to slay Zaltar for imprisoning her. Second, to free Sysuul, who will surely reward Ozraeline. Third, to have the party assist her in gaining control of the Maereghasts with the help of the Dais of the Dead (Encounter 12), wresting them from Zaltar.

- To gain freedom (and ideally further her other agendas), she offers to join the party and share her knowledge, including how to find a glyphstone hidden in this very room. If the party finds the secret door, but not the means of opening it, she offers that knowledge (including that her manacles are part of it). If they find the means, she offers to tell them other important information once freed, including how to control the Dais of the Dead.
- If hard pressed, she can be persuaded to promise to destroy both Zaltar and Sysuul with the Maereghasts. This will require some clever role play and argument by the players.
- If it is to her benefit, she may share that Sysuul achieved godhood, but is in a weakened state.
- She will accept other terms to procure her freedom, if necessary. At your discretion, and depending on the party's roleplaying, she may double-cross the party when the situation is favorable to her. However, she does want to reach Sysuul's altar and is therefore not likely to directly confront the party until they arrive there.
- She recently saw a group of snake cultists come through, making their way deeper into the dungeon. She quietly hoped that they would succeed in freeing Sysuul, but she never saw them again. She will not mention them to the players, as she still holds onto hope that they might be alive and can free Sysuul.
- Over time, ideally while she travels with the party, she tries to convince them that Zaltar is dangerous and not to be trusted, and to let her use the Dais of the Dead.
- If the party frees her from the manacles but is not willing to work with her, she will be able to cast *misty step* to escape from the cell and will try to then shadow the party, revealing herself at either the Dais or in Sysuul's shrine.
- If she joins the party, she will ask the adventurers to return her belongings to her. If her request is denied, or if she's not with the party, she bides her time and will summon her pact blade to her hands during combat.
- If a character dies during play, Ozraeline could become a player character. See her entry in Appendix A: New Monsters for more information..

MONSTERS

When the glyphstone is recovered (see Secret Door, below), the doors to the cells open, releasing the monsters. The cell doors can also be opened by breaking in or picking the locks (see Prison Cells, above).











Three of the cells contain monstrous creatures. The creatures have all been driven feral by their captivity, and if any once had the power of speech, they lost it long ago. Divide the monsters in the table up as desired so different creature types are in different cells. The sustenance they receive from the food dispensers does nothing to sate their appetite for the characters. The monsters gnash their teeth and smash against the bars, eager to attack any passing humanoid.

The monsters can easily be killed from outside their cells before the party claims the glyphstone. However, an undead version of each will rise when the glyphstone is recovered. In this case, the monsters gain the undead type, immunity to poison damage, and the following feature:

Undead Fortitude. If damage reduces the undead creature to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the undead creature drops to 1 hit point instead.

APL	MONSTERS
1	1 cockatrice, 1 darkmantle, 1 worg (Monster Manual, p. 42, p. 46 & p. 341)
2	2 cockatrices, 1 darkmantle, 2 worgs (Monster Manual, p. 42, p. 46 & p. 341)
3	2 cockatrices, 1 darkmantle, 1 grick (Monster Manual, p. 42, p. 46 & p. 173)
4	2 cockatrices, 1 grell, 1 grick (Monster Manual, p. 42, p. 172 & p. 173)
5	1 grick, 1 grell, 1 salamander (Monster Manual, p. 172, p. 173, & p. 266)
6	2 gricks, 1 grell, 1 salamander (Monster Manual, p. 172, p. 173, & p. 266)
7	2 gricks, 2 grells, 1 salamander (Monster Manual, p. 172, p. 173, & p. 266)
8	3 gricks, 2 grells, 1 salamander (Monster Manual, p. 172, p. 173, & p. 266)
9	2 gricks, 2 grells, 2 salamanders (Monster Manual, p. 172, p. 173, & p. 266)
10	2 gricks, 3 grells, 2 salamanders (Monster Manual, p. 172, p. 173, & p. 266)

B. Secret Door

The secret door is a sliding wall in the corner to the far right of the entrance. A DC 15/17/19 Wisdom (Perception) or DC 12/14/16 Intelligence (Investigation) check locates the sliding door.

For the wall to slide open, two things must happen, in either order: the torch sconce to the left of the door to Encounter 12 must be pulled downward, and the manacles in Ozraeline's cell must be opened (freeing Ozraeline). A DC 12/14/16 Intelligence (Investigation) check can reveal the triggers for opening the door.

When the secret door has been opened, it reveals a 10ft by 10ft room containing treasure.

TREASURE

Upon the wall facing the sliding wall is the ninth **Glyphstone of Eldrid** (provide the first player who touches it with **Handout: The Ninth Glyphstone of Eldrid**). Removing the glyphstone from the wall causes the cell doors to open, releasing the monsters.

A small chest upon the floor is locked. A DC 12/14/16 Intelligence (Investigation) check finds the poison needle. Otherwise, anyone picking the lock must make a Constitution saving throw, taking 11 (2d10)/16 (3d10)/22 (4d10) poison damage or half as much on a successful save. Picking the lock requires a DC 11/13/15 Dexterity (Thieves' Tools). Otherwise, the chest can be smashed open with a DC 12/14/16 Strength (Athletics) check or 30 points of damage. Within are a mix of silver, gold and platinum coins worth a combined total of 175/250/375 gp.

A dungeoneer's pack and rune-covered Greatsword are in one corner. These belong to Ozraeline. The dungeoneer's pack contains standard contents, plus 300 gp in emeralds. *Felgris*, Ozraeline's eldritch Greatsword, is detailed in **Handout: Felgris, Ozraeline's Eldritch Greatsword** and incorporated into her statistics.

TROUBLESHOOTING

The party may not want to negotiate with Ozraeline. Ozraeline is intelligent and capable, and very adaptable. If necessary, she can offer information in exchange for her life, or wait until the manacles are opened and then use misty step to escape.

However, it is probably more fun if she joins the party. Adjust her personality based on what will work best with the party. She can be a dark foil for the party's leader, or a steadfast ally for the most misunderstood member of the party. Or, perhaps she can be a project for a cleric or paladin - someone they can slowly save through hard work during the adventure. Her path could be redemption or damnation, depending on what will be the most fun for the players.

CONTINUING

The door flanked by torches and directly across from the entrance leads to Encounter 12, *Dais of the Dead*. The door to the far left of the entrance leads to Encounter 11, *Doomroller's Labyrinth*.





ENCOUNTER 11:
DOOMROLLER'S LABYRINTH



ENCOUNTER 11: DOOMROLLER'S LABYRINTH

The adventurers enter from Encounter 10, *The Menagerie*. There is no light in this area until the lava pits are revealed. Adjust descriptions based on the party's light source.



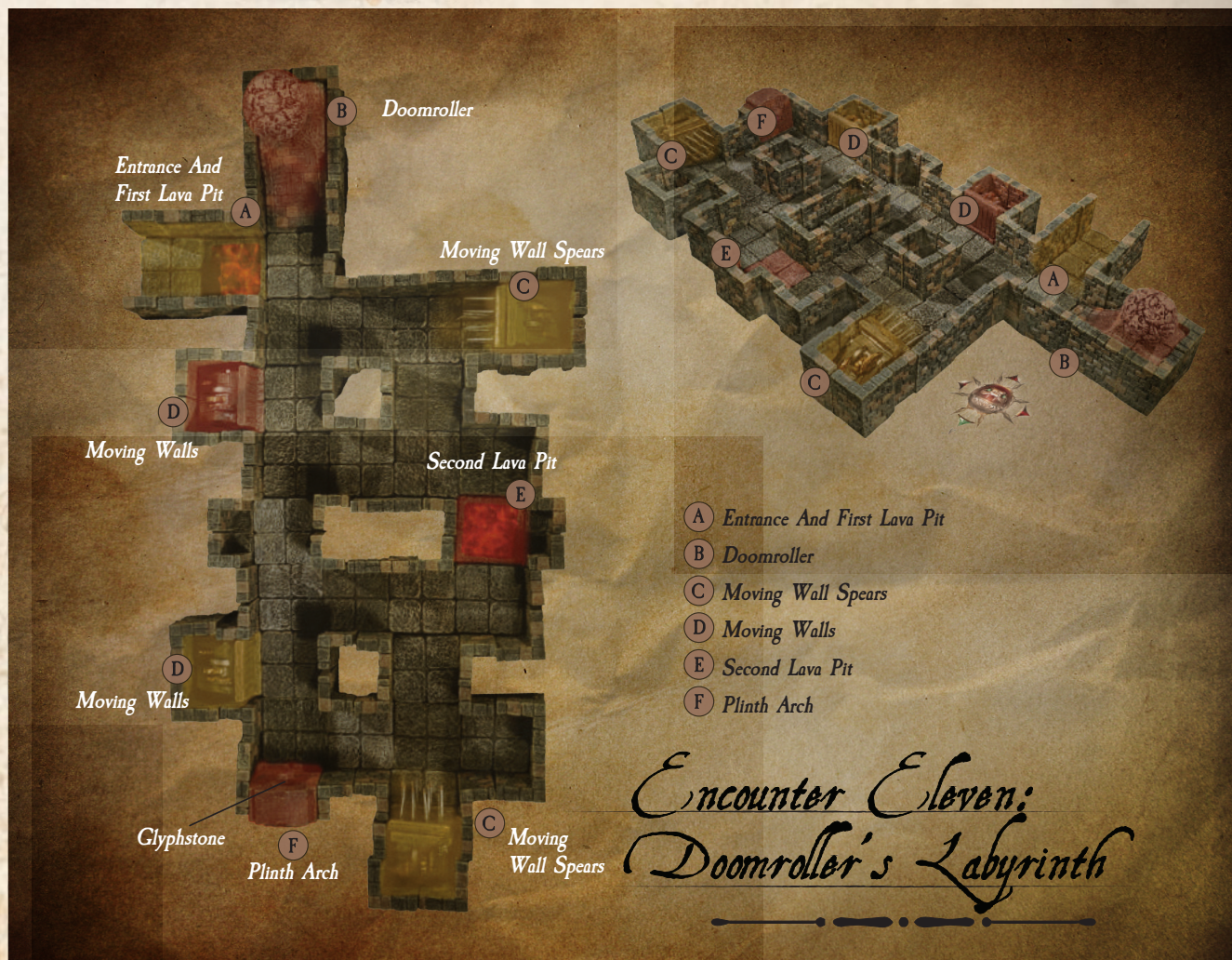
TERRAIN TIPS: THE ELEMENT OF SURPRISE

For maximum excitement with this encounter we recommend keeping the traps and layout hidden until discovered. For the layout the easiest approach is to cover the unseen sections with cloth, paper, or strips of cardboard. Peel back the coverings in the appropriate areas as they are explored.

For the traps, we have included a guide to creating an "unexplored" build in **Appendix D: Build Guides** of this encounter. This unexplored build replaces the trapped walls with regular walls. As each trap is discovered or triggered, you can then swap in the appropriate walls. Our 8x4 terrain trays are very useful for moving in the spiked wall traps as they are discovered.

The two lava pits can each be revealed with a flourish, by removing the false floor lid using the included floor removal tool.

It was our intent to have Doomroller visible early on to create a sense of dread for the PCs. They know the giant boulder will roll down the ramp, but they don't know when. This should keep them on their toes and apprehensive until Doomroller activates. And then they should get an unwelcome surprise when the boulder changes direction and gives chase!





If Ozraeline accompanies the party, she declines to enter. She knows Zaltar created some unholy monstrosity which he stores in this room. The few explorers who entered while she was imprisoned in the Menagerie screamed out in terror and pain and did not re-emerge.

Read or paraphrase the following as the party enters:

A short dark passage leads to a four-way intersection. The air here is stale and warm, and a light mist hangs in the air.

Characters enter at the top right on the map. Note that the Doomroller at Area B acts on a set initiative count, but is activated only when the glyphstone is removed from Area F. The characters may investigate the mist or proceed forward (encountering the first lava pit at Area A).

Mist: A character investigating the mist quickly discerns that the mist is actually smoke. The smoke causes the area to be lightly obscured. Even with a light source, creatures have disadvantage on Wisdom (Perception) checks that rely on sight.

A. Entrance and First Lava Pit

The entrance hallway is trapped. The 10ft section just before the intersection is a false floor, which can be detected with a successful DC 12/13/15 Wisdom (Perception) check. The false floor looks like normal stone, but is very thin. Any weight above 30 lbs causes the floor to collapse, dropping anything on it 10ft into lava.

Falling: A character falling in may attempt a DC 13/14/16 Strength (Acrobatics) check to grab the edge of the pit. If successful, they may spend half of their movement to attempt to climb out.

Lava: A character falling into the pit takes 3 (1d6) bludgeoning damage from the fall and 11 (2d10) / 16 (3d10) / 22 (4d10) fire damage. On subsequent turns, a character ending their turn in the lava takes the same damage. A character in the lava may spend all of their movement to attempt to climb out.

Climbing Out: Climbing out of the pit requires a successful DC 13/14/16 Strength (Athletics) check. This check receives advantage if the PC has a rope, climbing equipment, or assistance from one or more other characters. If the character is clinging to the edge and the check to climb out fails by more than 5, the character falls into the lava.

Jumping Over the Pit: If the pit has been detected, but the false floor has not been broken, characters with a Strength score of 10 or higher and a running start may jump over the pit as part of their movement. If the trap has been triggered, the heat creates a distorting haze and jumping over the pit requires a successful DC 12/13/15 Intelligence (Athletics) check to correctly assess the distance.

Rigging a Bridge: The party could create a bridge over the pit. This requires wood from one of the dungeon doors or similar materials. Note that when the Doomroller activates, the lava pits flare and may burn through improvised bridges.

OPTIONAL: TELEPORTATION EFFECT

The party may decide to send a single character into the labyrinth, keeping the rest of the party safely away from all the traps (and the fun) in this room. If this happens, you could add a teleportation effect to a 10ft wide, 30ft long area starting behind the lava at the entrance, spanning the lava, and ending in front of Doomroller's ramp. This zone can be detected with detect magic or a DC 10/12/14 Intelligence (Investigation or Arcana) check, revealing a teleportation field that has not yet activated. When the Doomroller activates, and any time it returns to the base at Area B, the field activates. Any creature in the teleportation field must succeed at a DC 14/16/18 Wisdom saving throw or be teleported to a random area in the labyrinth (unless the party truly needs a challenge, they should not be teleported to an area where a wall trap will activate).

Higher level parties may have access to spells such as dimension door, which allow them to grab the glyphstone, cast the spell, and transport themselves outside the room. You may wish to give the glyphstone an additional quality while in the Doomroller's Labyrinth: Any creature holding the glyphstone finds they cannot cast a spell involving teleportation or similar effects. The spell does not work, and the spell slot is not spent. This quality is lost once the glyphstone is carried out of the room.

OPTIONAL: RESTRICTED MOVEMENT

A truly evil DM may want the Doomroller to roll over a character, move forward, then immediately reverse direction and roll over the same character again! It is up to you just how tough a challenge this should be, but be aware that if you allow the Doomroller to reverse direction the encounter becomes far deadlier. The default intention is that the Doomroller must move forward and cannot reverse. Consider allowing it to reverse direction if your players need the challenge, or perhaps at a cost of 10/15/15 hit points each time it changes direction (similar to teleporting).

B. Doomroller

The Doomroller is one of Zaltar's most horrid creations. Constructed of haunted stone from the lost Demon's Quarry, the Doomroller is sentient and malevolent. As dangerous as it appears, however, the Doomroller will not activate until the glyphstone is removed from the wall at Area F.

Read or paraphrase the following when a character can see Area B:

The hallway rises steeply, creating a curved ramp leading up to a flat area upon which rests a large sphere. The sphere is carved to resemble a mass of monstrous skulls and bones. Horrid eldritch runes are etched into its pallid surface.



The Ramp: The characters may investigate the ramp and Doomroller safely at this time. The ramp would clearly allow the sphere to roll downwards quickly, likely causing it to smash into the wall with the glyphstone (Area F). Climbing the ramp requires a DC 10/12/14 Strength (Athletics) check and counts as difficult terrain. There are no traps on the ramp.

Investigating the Sphere: A character climbing the ramp may inspect the sphere. A DC 14/16/18 Intelligence (Arcana) or Wisdom (Religion) check reveals it has been constructed from some strange kind of haunted stone and infused with unholy magic. Spells such as *detect evil and good* sense its evil essence, and suggest some amount of sentience, though it is not a creature.

Clever characters may foresee the Doomroller rolling after them and try to impede its movement. Success at a DC 17/20/25 Strength (Mason's tools or Thieves' Tools) could cause the sphere to lose 20ft of movement the first time it activates and moves.

THE DOOMROLLER ROLLS!

When the glyphstone is removed from its wall, the Doomroller activates. When it activates, the lava pits flare (as described under Lava Flares, below) and a magical movement damper blankets the room (as described under Magical Morass, below)

Initiative: The Doomroller acts on initiative counts 20 and 10.

Speed and Size: The Doomroller moves at a speed of 30/40/40ft and may turn corners. It may take the dash action in addition to moving. The Doomroller is large, nearly filling the 10ft corridors. It can roll over lava pits, treating them as difficult terrain (it is just large enough to roll over them) and taking 10 points of damage from the heat. If the Doomroller crashes into objects, it deals maximum damage against them and treats them as difficult terrain. It will destroy any wall/spear traps it strikes if those traps are extended.

Damage: When the Doomroller enters a square with a creature, that creature must attempt a DC 12/14/16 Strength saving throw. On a failed save, the creature takes 9 (2d8) / 13 (3d8) / 18 (4d8)

bludgeoning damage and is knocked prone. On a successful save, the creature takes half as much damage and is not knocked prone.

Defenses: The Doomroller has AC 10 and 85/135/170 hit points. It is immune to all conditions, immune to poison and psychic damage, resistant to necrotic damage, and vulnerable to radiant damage. When reduced to half of its hit point maximum, the Doomroller's speed is reduced by 15ft.

Teleportation: As an action on its turn, the Doomroller may reduce its current hit point total by 10/15/15 hit points to teleport back to its base. The hit point loss is visible to the players - "bones" darken and crack as the Doomroller teleports. When the Doomroller teleports, each lava pit flares (as described under Lava Flares, below).

Lava Flares: On each of the Doomroller's initiative counts, and any time it teleports, both lava pits flare. Any creature in or above the pits must make a DC 10/12/14 Constitution saving throw or take 5 (1d10) / 11 (2d10) / 16 (3d10) fire damage. At your discretion, this damage also destroys any temporary bridges or similar structures over the pits. It does not destroy intact false floors, however.

Magical Morass: When the Doomroller is triggered, an arcane wave washes over the room which slows everything within. Any creature other than the Doomroller that attempts to move more than 30ft on their turn must make a DC 10/12/14 Constitution saving throw. On a success they are able to continue moving. On a failure, they are frozen in their tracks, and cannot move any further. Where applicable, you may allow them to take a different action.

Tactics: The Doomroller acts with some intelligence. It prefers to pursue the character with the glyphstone, but it will take the opportunity to roll over closer characters when possible. It can teleport back to the base to catch characters who are trying to escape, or to get around a wall of force. At your discretion, the teleportation could also take it to the arched plinth (Area F). It is also smart enough to block a passage and take the Ready action to roll over an approaching character.



C. Moving Wall Spears

At two points on the map, the walls are illusory, concealing spear traps mounted on large wheeled mechanisms.

Detection: A DC 13/15/17 Wisdom (Perception) check—made at disadvantage due to the mist—reveals the illusion that hides each wall of spears. If the characters detect a spear trap, they receive advantage on the saving throw to avoid it.

Trigger: When a character steps into any square in front of a wall of spears, the mechanism advances 30ft until it crashes into the opposite wall. All creatures in its path must make a DC 12/14/16 Dexterity saving throw or be impaled by the spears for 5 (1d10) / 8 (1d10+3) / 11 (2d10) piercing damage and become restrained. A successful save avoids the trap entirely. A creature impaled by the trap may make a DC 10/12/14 Strength (Athletics) check as an action to free itself.

Reset: The trap must then reset. It begins to retract, moving 10' back towards its point of origin on each character's initiative count. Any creature impaled by the trap is moved with the trap as it retreats. If not in initiative, use the movement and actions of the characters to determine how quickly the trap retreats. Once the mechanism returns to its starting position, it has reset and may strike again.

Disarming: A creature may disarm the trap by approaching the mechanism from the side and succeeding as an action at a DC 13/15/17 Dexterity (Carpenter's Tools, Jeweler's Tools, or Thieves' Tools) check. When the trap is disarmed, it stops moving and blocks the passage where it sits. Another check can cause it to move again. It is extremely difficult to disarm this trap from the front; any character attempting to do so suffers disadvantage.

D. Moving Walls

These two traps are similar to the Moving Wall Spears. However, the illusion conceals a mechanism that propels a heavy oaken barrier forward to crush any creature that moves in front of it.

Detection: As the Moving Wall Spears (see above)

Trigger: When a character steps into any square in front of the moving wall trap, the mechanism moves 10ft, pinning anything in its path against the wall. Any creature it approaches must make a DC 12/14/16 Dexterity saving throw or take 3 (1d10-2) / 5 (1d10) / 10 (2d10-1) bludgeoning damage and become restrained. A successful save avoids the trap entirely. The wall continues pinning creatures until they escape with a DC 10/12/14 Dexterity or Strength (Athletics) check.

Reset: When the trap is no longer pinning any creature, it moves 10ft back into its point of origin on the next creature's initiative count. If not in initiative, it retreats once all trapped creatures have freed themselves from the trap.

Disarming: As the Moving Wall Spears (see above). Additionally, this trap can be tricked if an inanimate object is placed in its path. The wall will pin this object in place and continue pinning it until it is removed or destroyed.

E. Second Lava Pit

This lava pit is identical to the lava pit at Area A, and is also initially covered. As noted in the Doomroller section, the sphere can roll over this lava pit, taking damage and treating the squares as difficult

terrain. This does break through the false floor and reveal the lava pit below.

Note that when the Doomroller first activates or teleports, the lava flares. This does not break through the false floors, but may deal additional damage to anyone in or above the lava pits.

F. Plinth Arch

The glyphstone sits within the plinth arch, beckoning adventurers to claim their prize. Read or paraphrase the following when a character touches the glyphstone.

The instant you touch the glyphstone, you are filled with a sense of dread. The ground begins to shake. A terrible grinding sound echoes down the hallway from behind you. You turn to see the massive carved sphere beginning to stir. Like a beast awaking from slumber to the scent of prey, the boulder inches forward. It rolls with a terrible scraping sound, like jagged bones scraping against a chalkboard. Rapidly gaining momentum, it shoots down the ramp and straight down the hallway towards you!

Roll initiative!

The Doomroller is now activated and the chase begins (see Area B)!

TREASURE

Resting within the arch is the tenth **Glyphstone of Eldrid** (provide the player who touches it first with **Handout: The tenth Glyphstone of Eldrid**).

TROUBLESHOOTING

This encounter features a lot of traps. The intention is for this to be a chaotic and dangerous, but fun, encounter. The options (such as the teleportation field) are meant to be tools you can use to ensure the right levels of challenge and excitement are present. Improve your own changes to help that be the case. You can lower or raise damage for certain trap elements to hit the right level of danger for your group. You can also lower the DC of the moving walls so the party is not as likely to become restrained.

As a stretch goal from our Kickstarter, this encounter also includes a second sphere... a Giant Boulder. If you have a strong group that needs a greater challenge, when the Doomroller teleports it could also summon this as an additional pursuing sphere that causes lower damage! Have fun with it and give your players a good chase.

CONTINUING

Characters must return to Encounter 10, *The Menagerie*, and from there may reach Encounter 12, *Dais of the Dead*.







ENCOUNTER 12:
DAIS OF THE DEAD



ENCOUNTER 12: DAIS OF THE DEAD

The adventurers enter from Encounter 10, *The Menagerie*. Torches in each corner provide bright illumination throughout the room.

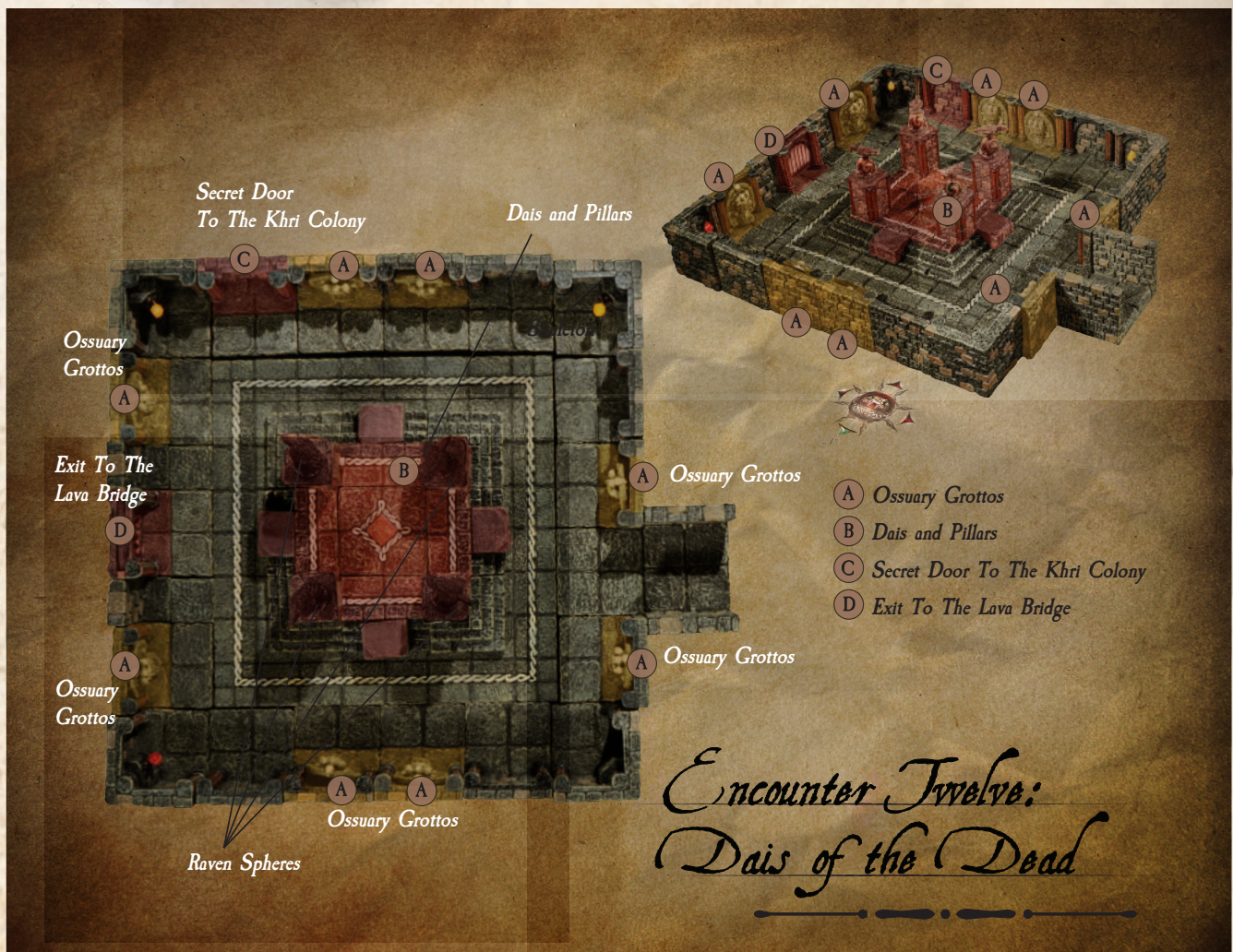


If Ozraeline (see Encounter 10) accompanies the party, she is eager to enter and activate the dais. In exchange for information, she tries to secure an agreement with the party to allow her to command the Maereghasts (or at least to prevent Zaltar from commanding them).

This is an important room where the party can begin to unravel some of the Dungeon of Doom's greatest secrets. It was here that Sysuul began to experiment with binding souls. Zaltar thought she meant to create an army for them, but she was seeking immortality and godhood. Though she did not succeed here, she gained the knowledge necessary to bind the souls of her foes into service, creating the Maereghasts. With this knowledge she built her shrine (found in Encounter 15) and there was able to harness the power of hundreds of souls to become a goddess. When Zaltar realized that Sysuul's discovery would make her unstoppable, he too began to study the dais. He found a way to turn Sysuul's shrine into a prison and force the Maereghasts to serve him. Now it is the adventurers who must unravel the secrets of the dais and decide how to use its power!

SETUP

Begin without placing the four inverted stair jacks. These are placed on the steps when the party brings one or more necromancer skulls to the dais. The exit to Encounter 14 should be a secret door; place the solid wall insert in the archway instead of a barred insert.







Read or paraphrase the following as the party enters:

Large, blazing torches provide bright light from every corner of this foul-smelling chamber. The place is an ossuary: the bones of humanoids and other creatures are piled high in pairs of grottos in each wall. A particularly gruesome skull, marked with sigils, overlooks each ossuary nook.

The central dais suggests an even darker purpose for the room. Inlaid stonework in the floor around and upon the dais glows with pale light. Steps lead up from every side to this dais, and on each corner stands a pillar engraved with runes and sigils. The pillars are capped by spheres of obsidian, arcane energies swirling across their surfaces. An obsidian raven is perched atop each sphere.

A barred door stands in the wall directly opposite the entrance, the space beyond it dark.

The party may explore the ossuary grottos (Area A), the Dais and its features (Area B), the barred door (Area D), and perhaps find the secret door (Area C). The torches are magically lit, but are not illusions.

PORTENT OF THE GODS

If a character followed the “Portent of the Gods” adventure seed (see Encounter 1, *Zaltar’s Gameroom*) choose a time when their deity manifests. Read or paraphrase the following for the appropriate character(s); only those led here by that adventure hook will see the manifestation. You may wish to modify the appearance (or gender) of the young woman to reflect the player character’s deity.

Alternately, if none of the characters were led here by the portent, you may wish to run this scene for the first character to touch one of the necromancer skulls, to provide further clues for the party.

The room’s torches flare, becoming impossibly bright. You are blinded briefly, before the torches dim once more. Seated on the steps of the dais is a young battle-scarred woman in bright chainmail.

“I fought the snake goddess, and I did not prevail,” the woman says, standing with great effort. “Her magic claimed me, and thousands more like me. Now we are an army of the dead, the Maereghasts, serving Zaltar’s purpose. This room, however, could change to whom we are bound.” The room wavers, and you see a vision of an army of Maereghasts carrying banners. The insignias on the banners change from a letter Z to an image of a coiled snake.

The vision vanishes. You see now that the young woman’s armor bears the symbol of your deity. She continues speaking. “I wish I could be released, that I could see our deity. Can you see that? The souls freed to return to their planes?” The room wavers, and in a second vision you see thousands of souls departing this place, slipping through the fabric of the astral plane towards their deities.

“Or perhaps you call us to one last battle?” The room wavers again, and you see a massive altar upon which a snake creature battles scores of Maereghasts. “This is why our deity called you here. The choice must be made.

The torches flare once more, and when the light subsides, she is gone. None of your companions report seeing the woman, or noticed the torches changing.

The vision then ends. The character who experienced it is certain that it is related to the portent that brought them to the Dungeon of Doom.

A. Ossuary Grottos

There are eight ossuary grottos, two on each wall. Examining the bones automatically reveals that these battle-scarred skulls and bones have been placed here to concentrate and harness the power of the dead in some way. Additionally, the skull atop each ossuary seems to be a key in the harnessing or channeling of the power.

A DC 12/14/16 Intelligence (Investigation), Wisdom (Religion), or Intelligence (Arcana) check further indicates that the skull atop each ossuary bears sigils associated with necromancy, and the skull can be removed from the spike that holds it. A DC 14/16/18 Wisdom (Religion) check also reveals that if a creature dies in this room, its soul is prevented from reaching the afterlife by the power of the ossuaries. Ozraeline can also share this information.

Removing a Necromancer Skull: When a necromancer skull is removed, the character touching it feels a dark essence and sentience within the skull. The character hears a telepathic voice whispering to them. The rasping voice states the name of the necromancer and demands to know who disturbs its slumber. The eight necromancers were Azelath, Raila, Dur'l'kel, Beleros, Zaeda, Goloth, Ylmar, and Lazalurn. *When the second skull is removed*, the torches reduce in brightness to dim illumination, as monsters appear and attack (see Monsters).

Speaking to a Skull: With a DC 12/14/16 Charisma (Arcana or Religion) check, the skull's essence can be awoken, and it will speak with the character who holds it. It can share one or more of the following hints about the dais:

- In life I was a powerful necromancer, as were all of us who now top the ossuaries. Sysuul tricked us and bound us here.
- The bones we oversee are those of other powerful creatures Sysuul defeated. The souls became some of the first Maereghasts she bound to her service.
- Some of these first Maereghasts have been defeated. Others are bound within the walls and below the floors, dormant until awoken by the being commanding them.
- Zaltar commands the Maereghasts now, though originally they served Sysuul.
- Though the Dungeon of Doom is filled with Maereghasts, the vast majority of them lie dormant, tethered to the Dais of the Dead, but waiting incorporeally inside the walls throughout the dungeon.
- Any soul dying in this room is bound to an ossuary and will rise as a Maereghast.
- When the dais was first built, a soul dying anywhere in the dungeon would be channeled to the dais. Sysuul's altar now pulls the souls to it instead.
- Our necromantic skulls channel the energy of the ossuaries, and we in turn are controlled by the dais of the dead when brought to it.

Ozraeline: If the tiefling accompanies the party as an ally, she will instruct the characters to bring a skull from each wall to the dais. She says the skulls are the keys to controlling the Maereghasts and preventing Zaltar from unleashing an army of Maereghasts against the lands of Mythras when Sysuul is no longer bound.

MONSTERS

The monsters emerge out of different ossuaries and immediately

attack. Note that the torches change to dim illumination, allowing the shadows to hide. When there are more than 4 shadows, consider having them appear in waves, with new shadows emerging from the ossuaries to replace defeated shadows.

APL	MONSTERS
1	2 shadows (Monster Manual, p. 269)
2	4 shadows (Monster Manual, p. 269)
3	6 shadows (Monster Manual, p. 269)
4	5 shadows, 1 will-o'-wisp (Monster Manual, p. 269 & p.301)
5	6 shadows, 2 will-o'-wisps (Monster Manual, p. 269 & p.301)
6	8 shadows, 2 will-o'-wisps (Monster Manual, p. 269 & p.301)
7	7 shadows, 3 will-o'-wisps (Monster Manual, p. 269 & p.301)
8	8 shadows, 1 wraith (Monster Manual, p. 269 & p.302)
9	9 shadows, 1 wraith (Monster Manual, p. 269 & p.302)
10	12 shadows, 1 wraith (Monster Manual, p. 269 & p.302)

B. Dais and Pillars

When one or more characters approach the dais, the ravens atop the pillars speak.

As you approach the dais, the energy swirling across the obsidian spheres quickens and the raven statues atop the spheres animate, flapping their wings but remaining in contact with the spheres. One of the ravens tilts its head toward you.

"Craw! Craw! Which master do you serve, Sysuul or Zaltar?"

The ravens are merely curious, and seem agitated by the characters, regardless of the answer given. Read or paraphrase the following, choosing a character near the dais.

Another crow turns toward you.

Craw! Craw! Questions you must have, and answers we can trade. Craw! However, we require a sacrifice. Then shall the answers be given."

The ravens are vile creatures, tricksters filled with hatred. They hope a character will be foolish enough to kill themselves or another living creature, but if asked will admit they merely need a quantity of blood. A character must inflict a wound upon themselves, taking 1d4/2d4/3d4 damage. As it is spilled, the blood runs along the dais, up one of the pillars, and into the obsidian sphere. Each time this is done, the raven atop that sphere reveals one of the following, followed by a request for more blood to share even more:

- If a creature dies in this room, the soul is visibly ripped out of the body and pulled into one of the ossuaries. The necromantic skull atop the ossuary flares with power and the soul is now controlled by the power of the dais, through the obsidian spheres. Give us more blood and learn more!
- When this place was first built, any death within the dungeon powered this dais. Sysuul gained knowledge here, building her temple deeper in the dungeon. Now, it is there that the souls go. However, Zaltar tricked Sysuul! What once powered her became her prison!
- Zaltar used Sysuul's shrine to imprison her, and the dais to control the Maereghasts. However, this has linked Sysuul to the Dais and the Maereghasts. If Sysuul can escape, she will regain control of the Maereghasts.
- The obsidian spheres grant control over the Maereghasts. In Sysuul's shrine, her altar and the glyphstones control her prison, while four cobra heads control the flow of soul energy into the prison.
- This chamber once held a glyphstone, but it has been stolen. The ravens know not who took it, all they heard was much scraping and chittering.
- If you can control this dais, you can control the Maereghasts. You have two choices. You may bind them in service to the person who stands upon the Dais (this is what Ozraeline would ideally like - for the party to allow them to be bound to her, so that she may later give them to Sysuul). Or, you could force them to fight for you, commanding them to aid you against Sysuul and/or Zaltar. Finally, you can free the Maereghasts, that the spirits may finally find rest. If you bind them or force them to fight for you, they do not reach their intended afterlife.
- To control the dais, bring one of the necromancer skulls to this dais from each wall. Place them on the platforms and pour blood on each skull. You must then make your choice as to the fate of the Maereghasts.
- If blood is given, the ravens can also confirm or deny any claims made by Ozraeline.


Controlling the Maereghasts: The ravens speak the truth. If the party brings a necromancer skull to the dais, a small platform (Stair Jack) extends from the steps on that side. This must be done on all four sides. One or more characters must then grant a gift of blood (requiring hit point loss as described above) on each skull. The party then controls the dais. Once this is done, read or paraphrase the following aloud:

The wall torches suddenly go out. The obsidian spheres atop the dais release an ominous hum and the air crackles with eldritch energies. The center of the Dais of the Dead bursts into light, illuminating the room in an eerie crimson glow. The center of the platform beckons you.









If present, Ozraeline explains that the dais is ready to accept a new master. She argues that she alone has the knowledge to use the Maereghasts properly, and will cede control to another if a time comes when that is necessary (she is of course referring to Sysuul, not the party). She argues that if the dais is left uncontrolled, Zaltar can use the Maereghasts against the party, and the world if he likes. She argues that the need for assistance is so great that the Maereghasts must sacrifice their chance for the afterlife. If the party hesitates too much, and she sees the right opportunity, Ozraeline will stride up and take control of the dais herself.

If a player (or Ozraeline) steps into the center of the dais, read or paraphrase the following aloud:

The moment you step into the glowing center of the dais, you feel an arcane power sweep through you. Your mouth is infused with the coppery taste of blood. Your mind is filled with the cacophonous whispering of a thousand voices.

As you reel from this sensory onslaught, your companions see the walls of the room waver. Grey shapes writhe everywhere within the dungeon stones. The walls slowly become insubstantial. The grey shapes within show more clearly – they are the spirits of the dead: an endless multitude of spirits, standing in ranks which disappear into the distant darkness. It appears that this room is built from the very spirits of the dead. Perhaps every wall in the entire dungeon similarly holds more trapped souls.

The spectral mass of spirits all stare at the center of the dais - stare directly into your eyes with unwavering gazes. They open their mouths and speak as one. "With your blood, you have awoken us, master. Do you wish to eternally bind us to the task of destroying your nemesis? Or do you wish to release us to the afterlife? We await your command."

Maereghast Options: There are two options once the party controls the dais:

- Free the Maereghasts to their afterlife. Each party member will receive Inspiration, as most of the Maereghasts are freed and achieve their proper final rest.
- Bind the Maereghasts to a living person. If bound to a party member, the Maereghasts will aid the party during the final battle, but at the cost of dying and not reaching their afterlife. If they are bound to Ozraeline, she will plan to give control of them to Sysuul when the moment is right.

See Encounter 15 for the impact of this choice on the final battle.

IS THIS EVIL?

Characters of good alignment may balk at performing the blood sacrifice. The act of freeing the Maereghasts is certainly good, while the other option can be good or neutral, depending upon the party's intent. While it is most often associated with dark rites, the act of sacrificing blood is not inherently evil.

However, characters who are good aligned could use other options. Spending hit dice could be an alternative—rather than feeding blood to the skulls, they expend their willpower and reserves without suffering any actual wounds or engaging in necromancy. Each hit die expended counts as 3/2/1 sacrifices; unspent sacrifices remain for use at a later time.

C. Secret Door to the Khri Colony

A character that is able to pierce the Dungeon of Doom's illusions (perhaps due to being struck by the golems in Gorgon Tiers) can see a faint green glow around this secret door. Ozraeline also knows of this secret door, though she expects it to lead to a small treasure room containing a glyphstone. But, as the ravens can share, the glyphstone has been carried away.

A DC 12/14/16 Intelligence (Investigation) or Wisdom (Perception) check reveals the secret door's presence as well as a small indentation to the side of the door. Anyone who has given blood to the dais who touches the indentation causes the door to open. The ravens can explain this requirement.

When the secret door is activated, tumblers can be heard turning and the stone wall lifts into the ceiling. Beyond is a small rectangular room. The far wall has been breached, rubble spilling into the room from a rough-walled circular tunnel beyond. A DC 10/11/12 Intelligence (Investigation or Arcana) check confirms that the shattered stone wall once held a glyphstone. This small room and the tunnels beyond are fully detailed in Encounter 14, *Khri Colony*.

D. Exit to the Lava Bridge

This barred portcullis is locked. The portcullis will rise once all four platforms have been raised on the dais. The lock can be picked with a DC 13/15/17 Dexterity (Thieves' Tools) check.

The lock or bars can also be destroyed (AC 10, 15/20/30 hit points, resists bludgeoning/piercing/slashing damage from nonmagical weapons, immune to psychic and poison damage). However, every time an attack strikes the bars, the attacking character must attempt a DC 12/13/15 Constitution saving throw, taking 1d8/2d8/3d8 necrotic damage or half as much on a successful saving throw.

TROUBLESHOOTING

If the characters are struggling with which choice to make with the dais, they can continue on and come back later. However, they should make their choice prior to reaching Encounter 15. The ravens or Ozraeline can provide additional information as well.

As noted in Encounter 10, *The Menagerie*, Ozraeline's tactics can vary based on the interactions she has had with the party. She can be more helpful if the party has convinced her to accept their goals.

CONTINUING

Characters may proceed through the barred doors, once they are open or bypassed, to Encounter 13, *Lava Bridge*, or proceed through the secret door to Encounter 14, *Khri Colony*.

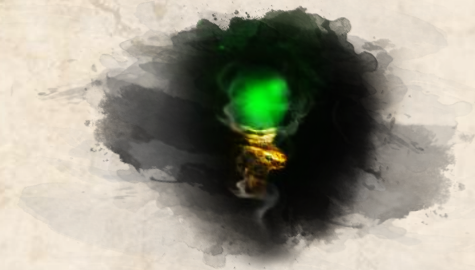
Encounter 13: LAVA BRIDGE



ENCOUNTER 13: LAVA BRIDGE

The adventurers start in Area A if they enter from Encounter 12, *Dais of the Dead*. If they enter from Encounter 14, *Khri Colony*, they instead start by the breached wall in Area D.

This is a large encounter with several areas to explore. To gain access to their final destination, the *Shrine of Sysuul* in Encounter 15, the characters must ferry two glowing orbs to Area F. Several threats may force the party to attempt this task more than once before they achieve success.

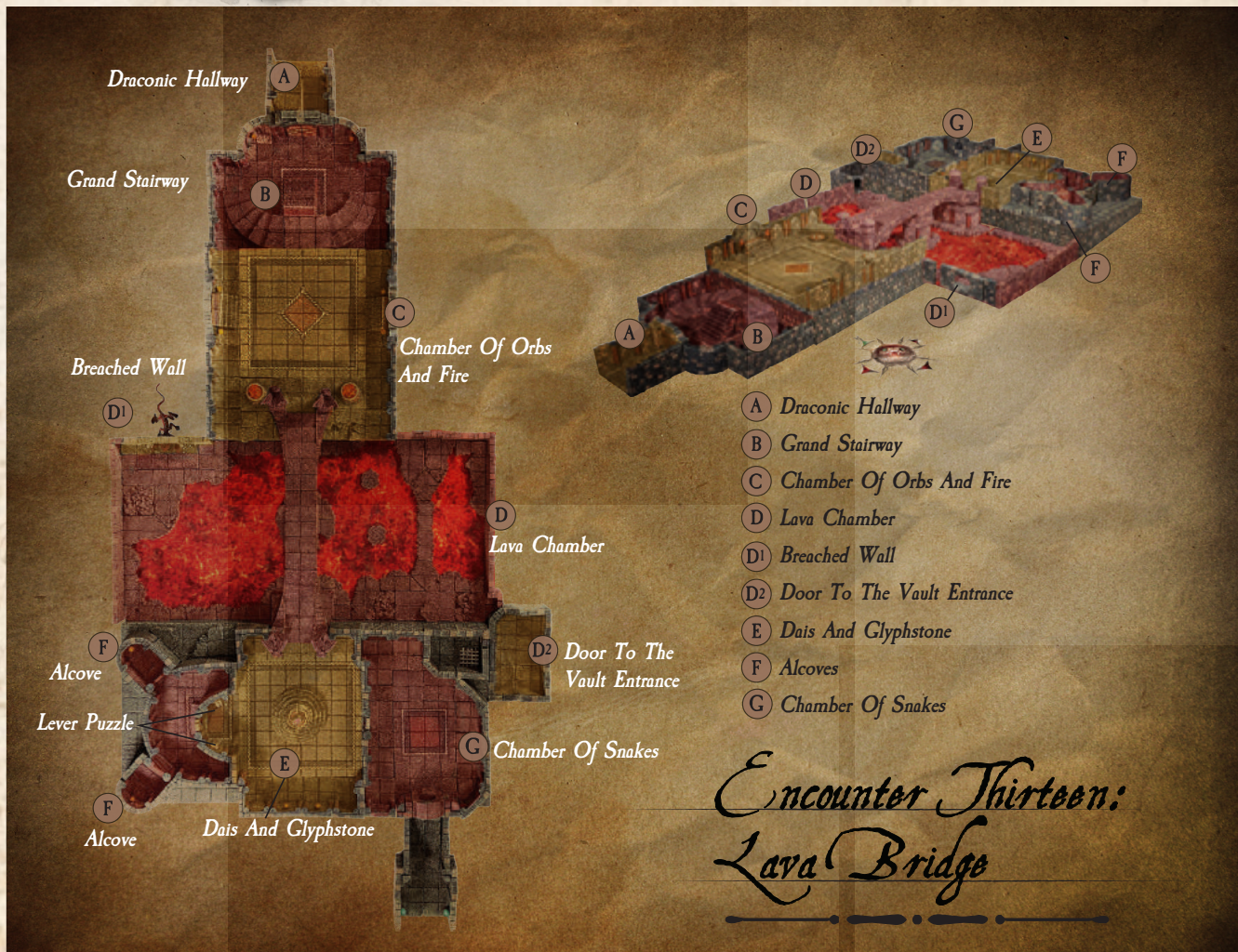


TERRAIN TIPS

Initially build this encounter with Torches in the LED sockets of the Grand Vaulted Walls in Area C. Once the illusions are penetrated, you can swap out the torches for the Serpent Orbs.

Conversely, leave empty sockets in the LED Socket Alcoves found in Area F. When the PCs shuttle the orbs over, you can plug them into the appropriate sockets. For added effect, make sure the Alcoves are switched on before hand so as soon as the Serpent Orbs are inserted they will light up.

Finally, you may wish to omit the ramp and hallway that connects from the Plinth in Area G down to Encounter 15: Shrine of Sysuul. Instead, build the hallway on a 4x8 Terrain Tray. Then, when the PCs open the plinth, you can fly in this prebuilt hallway and prepare them for the final battle!



A. Draconic Hallway

Read or paraphrase the following as the party enters:

Two torches fill this grand hallway with heat and wisps of smoke. The flickering light illuminates walls carved with images of dragons and flame. Even more impressive are the gleaming golden double doors at the far end of the hall, embellished with two red dragons whirling around a rune-inscribed circle. On the doors near each dragon is a small orb inscribed with a rune. Each of the two runes is unique. The doors radiate heat, felt even at a distance.

If any of the characters can pierce illusions, they can see that the torches are actually glowing green orbs resting upon serpentine sconces. (These orbs become backup orbs if the party fails at their initial attempts to ferry the orbs found in Area C.)

Eldritch Sanctum Double Doors: The doors radiate intense heat. Any creature touching the doors takes 11/16/22 fire damage. A character flinging the doors open takes this damage once.

Draconic Knowledge: A character studying the inscriptions and symbols may attempt a DC 12/14/16 Intelligence (Arcana or History) check, with advantage if they speak draconic. Success identifies the two ancient red dragon siblings, Volcamathar and her younger brother Incandantamos. Volcamathar achieved renown for crafting two magical orbs of power. The two dragons always flew everywhere with the orbs. It is said that they made a pact with a demon and now reside in the abyss. The small runes on the orbs are the personal symbols each dragon used. If a character speaks one of the dragons' names, the orb with its rune glows bright blue. Touching the glowing symbols will not cause damage, and if both symbols are touched the doors open.

Bypassing the Challenge: A character making a DC 12/14/16 Intelligence (Arcana or Investigation) check learns that the small symbols are likely the key to opening the doors. If they succeed at a DC 14/16/18 Dexterity (Thieves' Tools) or Intelligence (Arcana) check on an orb, its symbol begins to glow. Each failed attempt causes fire damage as if the doors were touched, but there is no limit to the number of attempts a character may make.

Gold: The gold on the doors can be removed. However, every 100 gp of value removed inflicts 11/16/22 fire damage on the creature removing the gold. Clever characters may be able to find a way to mitigate this damage. A total of 1,200 gp can be recovered from the doors.

B. Grand Stairway

Read or paraphrase the following:

The golden doors swing open to reveal three grand staircases leading up to a large elevated chamber beyond. One staircase begins at the wall on the right and one on the left; both curve upward to join the central staircase at a landing ten feet high. Torches in the room's curved corners bathe the stairways in warm light.

Trap: All three sets of stairs contain a trap that activates only if someone carrying an orb moves up the steps. When a character carrying an orb steps on the first stair, the steps seem to move erratically. Some steps tilt to one side or another, while others rise and fall. The steps appear completely normal and can be ascended normally by anyone not carrying an orb. A character carrying an orb must attempt a DC 12/13/15 Dexterity (Acrobatics) check or drop the orb, destroying it. The orb carrier receives advantage on the check if guided by another character.

The trap is a visual illusion and can be dispelled with *dispel magic*. Using a blindfold, or simply moving with eyes closed, will allow the orb carrier to ascend without needing to make a check, as long as they take their time and feel their way up (or are guided by someone). A second illusion placed over the steps could also allow the orb carrier to ascend without making a check. Player ingenuity should be rewarded here, and could overcome the obstacle in other ways.





C. Chamber of Orbs and Fire

When one or more characters reach the landing leading to this area, or if they take the time to observe this area from afar, read or paraphrase the following:

This large echoing chamber has the appearance of a grand temple. Crimson tiles set in the shape of a diamond adorn the center of the floor, while the perimeter of the room is decorated by inlaid stone the color of ash.

The red-pillared walls rise more than fifty feet to a vaulted ceiling above. Along each side wall a set of steps leads up to an arched alcove. Two lit torches flank each alcove.

The far end of the chamber has no wall. Instead it drops off into a vast cavern beyond, lit from below by the glow of lava. A massive stone bridge arcs from the near edge of the lava pit to its far side, where the great cavern ends.

Stone pillars on either side of the bridge are topped with squat open-mouthed gargoyles, and a blazing fire pit roars to each side of the pillars. Far across the bridge you can just make out the familiar purple glow of a glyphstone.

This room has several important features.

Arched Alcoves: What appear to be torches burn on either side of the alcove. However, any character able to pierce illusions sees that these are actually glowing green orbs resting in serpentine sconces. A character can easily remove an orb from its sconce. Touching a torch will also reveal that the torch is an illusion, but a character will need to gain the capability to pierce illusions (returning to a previous encounter, or striking a deal with the gargoyles on the bridge) to see the orb it hides.

Green Orbs: If the illusion can be pierced, it is immediately apparent that these orbs are slightly different than other orbs found in the dungeon. The green light within these two orbs swirls, as if the orb contains mist or smoke. When one orb is picked up, the second orb in the other alcove immediately shines briefly (also, see Monsters, below). This is a hint to suggest that both of the orbs are needed. Two orbs must be carried across the cavern (either over the bridge or by navigating the terrain below the bridge) and into the alcoves in Area F; this unlocks the glyphstone on the dais in Area E. It may take the party some time to discover this, either through conversing with the gargoyles or by investigating Area E or Area F. The following rules govern carrying the green orbs:

- A character can carry an orb in one or two hands. Using two hands grants a +2 bonus to any checks made to hold onto the orbs. One character could carry two orbs.
- A character carrying an orb but unable to see through the illusion masking it suffers disadvantage on all checks to hold onto the orb.
- The swirling energies within the orbs make them hard to carry. At a time of your choice, within each lettered area, a character carrying an orb must attempt a DC 13/15/17 Dexterity (Acrobatics) or Strength (Athletic) check or drop the orb.
- If an orb is dropped, it shatters. A new orb must be taken (for example, from Area A) to replace it. A new orb will brighten and show the swirling patterns only if there are fewer than two orbs active at the time. Only two orbs may be active at any time, and only active orbs will unlock the glyphstone. It is possible to bring an orb from an earlier encounter to replace a shattered orb.
- Any attempt to place an orb in a container, including an extradimensional space, causes the orb to immediately vanish and reappear in its original location. The orbs must be carried by hand.

Monsters: The first time an orb is picked up, there is a fiery burst in the middle of the room and creatures of fire appear. See Monsters, below.

Fire Pits: A DC 10/12/14 Wisdom (Perception, or Survival) check reveals that the flames within the fire pits do not actually give off heat. If any torch is brought to these fire pits, the torch continues to give off light but also begins to radiate cold in a 15ft radius. Creatures within this radius do not take damage from the heat of Area D, but are still subject to damage from lava or other sources.

Savage Gargoyles: These two gargoyles are ill-tempered liars. They are also very hungry.

The gargoyles on the near side of the bridge claim to hold the souls of the dragons Volcamathar and her brother Incandantamos, though a DC 12 Intelligence (History) or Wisdom (Insight) check reveals this is not true.

They request to be fed gems, coins, or even better – to be fed the green orbs. In exchange, they initially promise to grant the party safe passage across the lava chamber.

However, the savage gargoyles offer no protection at all and anything fed to them is being fed into a cavity acting as a *bag of devouring* (which actually does go to the lairs of the dragons within the Abyss). If the party complains about not actually being protected, the gargoyles respond with insults. If threatened with damage, the gargoyles say they are forced to be this way by Zaltar.

If characters discern that the gargoyles are lying and succeed at good roleplaying or a DC 12/14/16 Charisma (Intimidation or Persuasion) check and offer to feed them (especially orbs!), the gargoyles will provide some actual help. They offer to tell the party more about Volcamathar and Incandantamos in exchange for being fed. If the players successfully negotiate a deal with the gargoyles you should provide them with **Handout: The Gargoyles' Tale**, or you can read it aloud. The gargoyles do their best to receive as much payment as possible in exchange for what they know.







The gargoyles can also offer the ability to see through illusions. If a deal is reached they spit up a horrid green paste and tell characters to rub this in their eyes. Amazingly, this actually works! As with other such effects, it fades after the characters have visited four encounter areas.

If the gargoyles are attacked, they cannot fight back and cannot leave their posts. They alternate between hurling insults, offering deals, and begging for mercy. If destroyed, a ruby worth 50/100/150 gp is found within each gargoyle.

For information on the gargoyles on the far side of the bridge, see Area G.

MONSTERS

When a PC first touches one of the orbs, the monsters appear in or near the diamond shaped center of the room and immediately attack. Monsters will prefer to attack a character holding an orb when possible.

APL	MONSTERS
1	2 magma mephits (Monster Manual, p. 216)
2	4 magma mephits (Monster Manual, p. 216)
3	5 magma mephits (Monster Manual, p. 216)
4	7 magma mephits (Monster Manual, p. 216)
5	1 fire elemental, 2 magma mephits (Monster Manual, p. 125 & p. 216)
6	1 fire elemental, 4 magma mephits (Monster Manual, p. 125 & p. 216)
7	1 fire elemental, 5 magma mephits (Monster Manual, p. 125 & p. 216)
8	1 fire elemental, 8 magma mephits (Monster Manual, p. 125 & p. 216)
9	2 fire elementals, 3 magma mephits (Monster Manual, p. 125 & p. 216)
10	2 fire elementals, 5 magma mephits (Monster Manual, p. 125 & p. 216)

D. Lava Chamber

Read or paraphrase the following:

You look out over a vast chamber filled with pits of fiery molten lava, its surface about fifteen feet below where you stand. Waves of oppressive heat rise from the bubbling surface, and the air smells of sulfur and smoke.

The stone bridge provides an obvious path across, ending at an opening into another room beyond, which appears to have a large dais at its center. The bridge is a broad arc of stone without any railings.

You also note narrow walkways of blackened and broken stone bordering the lava pits below. They might hold your weight and allow you to reach the other side.

Characters succeeding at a DC 12/14/17 Wisdom (Perception) check, or who have a high enough Passive Perception, also notice that a section of the wall in the cavern, down on the near right side of the lava pits, has been breached (see the lava pits section).

The adventurers can choose to cross the bridge, or they may descend to the lava pits below.

CROSSING THE BRIDGE

Characters must contend with the heat and monsters. When the characters are more than halfway across, the Abyssal Vermillion appears (see below).

Heat: Any characters not within the protective radius of a torch enchanted in the fire pits in Area C will take 3/5/7 points of fire damage each round. If necessary, use movement rates to track the damage taken in a round, even when the party is not in initiative.

Monsters: If at least one character is carrying an orb, the monsters emerge from holes in stalactites and fly down to attack. If more than 4 monsters are present, they will appear in waves. The monsters will primarily focus on any character carrying an orb. Once per round, one of the monsters will attempt to grab an orb. This is an opposed check using either Dexterity (Acrobatics or Sleight of Hand) or Strength (Athletics). A monster with an orb plays keep-away, and it is possible for a character to recover the orb - but if the monster is killed, it drops the orb and it shatters. At your discretion, the monsters could grab an orb and then drop it into the lava, forcing the party to find another orb.

This is not intended to be a challenging fight - the real fight is the Abyssal Vermillion!



APL	MONSTERS
1	2 steam mephits (Monster Manual, p. 217)
2	4 steam mephits (Monster Manual, p. 217)
3	3 magma mephits (Monster Manual, p. 216)
4	5 magma mephits (Monster Manual, p. 216)
5	5 Quasits (Monster Manual, p. 63)
6	6 Quasits (Monster Manual, p. 63)
7	6 Quasits (Monster Manual, p. 63)
8	7 Quasits (Monster Manual, p. 63)
9	8 Quasits (Monster Manual, p. 63)
10	10 Quasits (Monster Manual, p. 63)

TRAVERSING THE LAVA PITS

Characters can climb down from Area C to the level of the lava. The wall (about 10ft high) is rough and easy to climb, making the check a DC 12 for all tiers, or DC 7 with a rope.

Once they have descended, they must contend with the heat and may explore the breached wall and possibly notice the vault entrance. When the characters are more than halfway across the chamber, the Abyssal Vermillion appears (see below).

Heat: The heat is more intense this close to the lava. Any characters not in the radius of a torch enchanted in the fire pits in Area C will take 5/7/9 points of fire damage each round. If necessary, use movement rates to track the damage taken in a round, even when the party is not in initiative.

Lava: The lava is 25ft deep and smokes and bubbles from the heat. Any creature entering the lava or ending a turn there takes 8/12/16 points of fire damage.

Walkways: Though the walkways appear to be ancient and crumbling, they are safe to walk upon. The small stepping stones in the lava are also safe, should a character jump to one.

Breached Wall: Broken rubble spills out of a large hole in the wall (D1 on the map), as if something burrowed into this chamber. The hole opens into a dark round tunnel leading to Encounter 14, *Khri Colony*.

Door to the Vault Entrance: A door is concealed behind some rubble in the far corner of the room (D2 on the map). A character further than 25ft from the door must succeed at a DC 15/17/20 Wisdom (Perception) check to notice the door. The door becomes visible to anyone within 25ft. The door is closed with a lock that can be picked with a DC 14/16/18 Dexterity (Thieves' Tools) check or by destroying the door (AC 6, 25 hit points, resists all damage, immune to psychic damage and all conditions). Once bypassed, this door leads to Area D2, as described below.

ABYSSAL VERMILLION

This terrible monster is submerged within the lava. It emerges when a creature (even one without the orb) moves more than halfway across the bridge or lava pools. If possible it uses stealth to approach under the lava surface and even to climb unnoticed onto the bridge. It relishes using its tail attack on any character carrying an orb, to propel them into the lava and destroy the orb. See the Troubleshooting section if the battle proves too challenging to be enjoyable. At APLs with additional creatures, the Vermillion's allies will emerge from the lava at the DM's discretion wherever it makes the battle most interesting. They can harry a character that has so far managed to avoid taking damage. See Appendix A: New Monsters for all abyssal vermilion statistics.

APL	MONSTERS
1	1 abyssal vermilion (AC 15, 110 hit points, -2 to all attacks and saving throw DCs, only 1 legendary action per round)
2	1 abyssal vermilion (can use only 1 legendary action per round)
3	1 abyssal vermilion (can use only 1 legendary action per round)
4	1 abyssal vermilion, 2 magma mephits (Monster Manual, p. 216)
5	1 greater abyssal vermilion
6	1 greater abyssal vermilion (220 hit points)
7	1 greater abyssal vermilion (220 hit points), 2 magma mephits (Monster Manual, p. 216)
8	1 greater abyssal vermilion (AC 19, 220 hit points), 4 magmins (Monster Manual, p. 212)
9	1 greater abyssal vermilion (AC 19, 230 hit points, +1 to all attacks and saving throw DCs), 4 magmins (Monster Manual, p. 212)
10	1 greater abyssal vermilion (AC 19, 250 hit points, +2 to all attacks and saving throw DCs), 6 magmins (Monster Manual, p. 212)

TROUBLESHOOTING

The battle with the Abyssal Vermillion should be challenging. At your discretion, the monster might retreat when wounded sufficiently or if characters no longer carry a serpentine orb. Several of its powers are tactical in nature, and you can use them to adjust the challenge. For example, its tail could push a character into the lava, or simply push them away but still along a walkway. This is especially important if fighting takes place on the bridge. If needed, you can also give anyone falling a Strength saving throw against a DC 11/12/14 to avoid going over the edge.



D2. The Vault

Read or paraphrase the following when the party enters:

A small, dusty room opens before you. The walls are lined with nooks covered with thick cobwebs. Behind the webs you can make out what look to be ancient tomes and scrolls. A wide variety of trinkets, curios, and idols are stuffed on the shelves and scattered about.

A platinum chest inlaid with fine carvings sits in the center of the room. On the back wall, a silver shield is displayed prominently on a wooden stand.

When the dungeon was first being constructed, Zaltar used this room as a repository for anything interesting he gathered in his travels. Over time, he forgot about this little trove and it has long been abandoned. The books and scrolls crumble to dust if touched. The small idols and curios are from a variety of races and cultures from the four corners of Mythras. They are worth a total of 250/350/750 gp.

The platinum chest is magically sealed and can only be opened by a character of good alignment. However a *dispel magic* or *knock* spell could force it open as well. Inside, it contains several stone tablets that describe Sysuul's ambition. If the players take the tablets provide them with **Handout: The Stone Tablets**.

The silver shield on the wall is the *Shield of Andronicus*. This powerful holy item was taken from the paladin Andronicus when Sysuul finally slew him. The shield is detailed in **Handout: The Shield of Andronicus**. A portcullis in the south wall leads to a small alcove which contains a ladder leading up to the trapdoor in the floor of Area G. The lever to open the portcullis is on the other side but can be opened by a small character who squeezes through the bars, or by anyone who makes a successful DC 12/14/16 Dexterity (Sleight of Hand) check.





E. Dais and Glyphstone

When the party reaches the chamber, either by crossing over the bridge, climbing up from below, or entering through the vault and Area G, read or paraphrase the following:

Beyond the end of the bridge is a large room dominated by a central stepped dais. At the center of the dais sits a glyphstone surrounded by a shimmering field of golden energy.

The rear wall of the room holds two sputtering torches. The wall to the left has an iron-bound wooden door at its center. The wall on the right also has a door, this one set in a broad alcove. The walls on either side of this door bear large metal levers.

Nearer at hand, the end of the bridge features a short column on either side, each with a plump gargoyle atop it, much like those on the bridge's opposite end. These gargoyles turn their heads to study you now. One audibly whispers to the other, "I bet they don't even know who we are."

Bridge Gargoyles: These gargoyles address the party, saying that they contain the bound souls of two elves - the first creatures ever killed by Sysuul. They claim to be forced to request the green orbs the party has brought to them, and that in return they may then disclose the secrets of this area. This is true, though it also means the party will need to fetch another set of orbs in order to free the glyphstone.

The gargoyles will also accept other valuables, and in turn share information. Decide how much to charge and how much to reveal based on how well the party is doing. A party with lots of treasure might be charged 200/300/500 gp or more, while a party with less might be charged half as much. The information provided can include the presence of the vault, how to recover the glyphstone, and the drawback to the torches in this room. Most importantly, the gargoyles can share that the orbs must be brought to the alcoves in Area F, and that two such orbs are needed in the alcoves. If these gargoyles are destroyed, each contains a ruby similar to those contained by the gargoyles at the other side of the bridge.

Torches: The sputtering torches are illusions, but the serpent orbs they conceal provide only dim light and will not at this time free the glyphstone. To activate these, they must be brought all the way back to Area C, placed on the serpentine holders above the steps, and then brought to Area F. These can serve as a last resort if the party has failed with other sets of orbs.

Glyphstone: Once two orbs have been properly taken to Area F, the shimmering field of force (similar to a *wall of force* but resistant to all magic) vanishes. The twelfth glyphstone is detailed in Hand-out: The Twelfth Glyphstone of Eldrid.

Doors: The door to the north is unlocked and leads to Area G.



The door to the south leads to Area F. It bears three distinct locks, which can only be opened using the two wall levers, as detailed below. The door can also be bashed down with some effort (AC 6, 20/30/40 hit points, resists all damage, immune to psychic damage and all conditions). The gargoyles will scoff at a party who tries to bash the door down, explaining that they just need to pull the levers.

Lever Puzzle: The two levers are a puzzle, of sorts, created by Zaltar's Imp familiar Doom. As such they aren't a very challenging puzzle, but they have unpredictable results. Any character investigating the door easily discovers the following:

- The door has three locks but no apparent keyholes. Each lock has a different image crudely carved into it. The top lock bears an imp, the middle shows a wizard, and the third a viper.
- The lever on the left wall has three possible settings. Each setting has a different picture crudely carved next to it. There's an image of an imp, a mage, and a viper. These images match the images on the locks. By default the lever is set to the "imp" location.
- The lever on the right is spring-loaded to always return to the vertical position after being released. Painted on the side of the lever in sloppy red paint is a downward arrow and the word "pull".

A successful DC 10/12/14 Intelligence (Investigation) check will also reveal a small hidden compartment just below the lever on the right. The compartment is locked from the inside and is very difficult to force open.

The puzzle is simple. Each time the lever on the right is pulled it unlocks the lock corresponding to the picture that the lever on the left is set to. However, each time the right hand lever is pulled, it also causes a magical effect targeting the puller. Some of these effects are beneficial and some of them are detrimental.

If a player pulls the lever, have them roll 2d6, and then consult the chart below to see what happens to them. All granted effects last for one hour, or until the character gains the effects of a long or short rest (such as using the Octet of the Long rest feature of the glyphstones).

Once all three locks have been unlocked, the door swings open.

LEVER PUZZLE CHART:

2d6	IMP	MAGE	VIPER
2	Bonus Orb	Switch Places	Death Save
3	Flying	Monster Spawn	Orb Check
4	Invisibility	Lava Rises	More Snakes
5	Heroism	Bane	Vulnerability - Fire
6	Save Advantage	Slowed	Poison Damage
7	Fire Resistance	Minor Illusion Cantrip	Drained
8	Bardic Inspiration	Expeditious Retreat	Poisoned
9	Coins	Healing	Vulnerability - Poison
10	Gems	Attack Advantage	Frightened - Snakes
11	Healing Potion	Frightened - Door	Suggestion
12	Inspiration	Teleport - Back	Teleport - Within

Attack Advantage: You gain advantage on your next two attack or spell attack rolls.

Bane: You are under the effects of a *bane* spell.

Bardic Inspiration: You gain one bardic inspiration die: 1d6/1d8/1d10.

Bonus Orb: The slot below the lever opens revealing a green orb.

Coins: The slot below the lever opens revealing 50/250/1000 gold pieces.

Death Save: You feel some of your life force drain away. You must immediately make two death saves. Any failures remain until you gain the effects of a long rest.

Drained: You feel your soul growing weaker. You lose 1/2/4 hit dice.

Expeditious Retreat: You are under the effects of an *expeditious retreat* spell (no concentration required).

Fire Resistance: You gain Resistance to fire damage.

Flying: You gain a flying speed equal to your walking speed, and can hover.

Frightened – Door: You are frightened of the door. You suffer disadvantage on all ability checks and attack rolls while the door is within sight. You cannot willingly move closer to the door.

Frightened – Snakes: You are frightened of moving snakes. You suffer disadvantage on all ability checks and attack rolls while any moving snakes are within sight. You cannot willingly move closer to moving snakes.

Gems: The slot below the lever opens revealing a purple gem worth 100/500/5,000 gold pieces.

Healing: You regain 3d4/6d4/9d4 hit points.

Healing Potion: The slot below the lever opens revealing a *potion of healing/potion of greater healing/potion of superior healing*

Heroism: You gain 10 temporary hit points. You are also under the effects of the *bless* spell (no concentration required)

Inspiration: You gain Inspiration.

Invisibility: You become invisible. Anything you wear or carry is invisible with you. The effect ends early if you attack or cast a spell.

Lava Rises: There is a rumbling and the lava below the bridge rises. Remove as much terrain as you want until there are no safe paths connecting either side.

Minor Illusion Cantrip: You gain 3 temporary castings of the *minor illusion* cantrip. You can use this spell as a bonus action. Once cast, you cannot regain these spells.

Monster Spawn: The slot below the lever opens and flying snakes slither out to attack. Use the monster table from Area F.

More Snakes: You hear a loud hissing from behind the door. Two additional flying snakes are added to the monsters in Area F.

Orb Check: If you are carrying a green orb you must make a successful DC 13/15/17 Dexterity (Acrobatics) or Strength (Athletic) check or drop the orb.

Poison Damage: You suffer 3d4/6d4/9d4 points of poison damage. On a successful DC 12/14/16 Constitution saving throw you take half as much damage.

Poisoned: You are poisoned – gaining disadvantage on ability checks and attack rolls.

Save Advantage: You gain advantage on the next two saving throws you make.

Slowed: Your movement is magically reduced to half.

Switch Places: You are hit with a teleportation effect and instantly switch places with the Abyssal Vermillion. If the Vermillion is dead, you are instead teleported into the center of the lava.

Suggestion: You are affected by a *suggestion* spell. Your orders are to walk to the center of the bridge then jump into the lava and swim to the bottom.

Teleport - Back: You are hit with a teleportation effect and immediately appear in the center of the red diamond near the entrance to the bridge.

Teleport - Within: You are hit with a teleportation effect and immediately appear inside Area F.

Vulnerability - Fire: You gain Vulnerability to fire damage.

Vulnerability - Poison: You gain Vulnerability to poison damage.



F. Alcoves

Read or paraphrase the following:

In stark contrast to the other chambers nearby, this curved room is dark and cool. Two metal doors can be seen from your vantage point, each warded by a glowing rune.

Monsters: The monsters are initially invisible and attack as soon as a creature with an orb approaches one of the metal doors. If the snakes successfully bite a character carrying an orb, that character must succeed at a DC 13/15/17 Dexterity (Acrobatics) or Strength (Acrobatics) check or drop the orb. A character does not have to make this check more than once per round, even if bitten multiple times.

APL	MONSTERS
1 - 4	2 flying snakes (ghostly appearance, can become invisible as an action) (Monster Manual, p. 322)
5 - 7	4 flying snakes (ghostly appearance, can become invisible as a bonus action, can attack with bite twice as an action) (Monster Manual, p. 322)
8 - 10	4 flying snakes (20 hit points each, ghostly appearance, can become invisible as a bonus action, can attack with a bite three times as an action) (Monster Manual, p. 322)

Glyphs: The warded doors bear a magical *glyph of warding* spell. Any creature approaching a door causes the glyph to trigger a continuous *gust of wind* spell, emanating from the door. A character carrying an orb must make a check to avoid dropping the orb if they fail the saving throw against this spell. The gust remains active until a character with an orb succeeds at a Strength check against the *gust of wind* and opens the door. The spell also ends if it is dispelled or if a successful DC 13/15/17 Dexterity (Thieves' Tools) or Intelligence (Arcana) check is made to disable the glyph.

Alcoves: Each alcove has a torch glowing within it. The torch is an obvious illusion, as it appears to be semi-transparent. However, the torch sconce is real. The orb must be placed on the sconce. When this is done, it glows brightly and the swirling mists within the orb finally calm. When an orb has been placed in each alcove, and the levers are pulled, the field of force around the glyphstone dissipates.

G. Chamber of Snakes

Read or paraphrase the following when the party enters:

The air here is dry and acrid. Several pillars and a section of the floor are inscribed with snakes, which at times writhe, flick their tongues, and hiss, before becoming stone once more.

One corner of this irregularly shaped room holds a wooden door. Between you and this door, the floor writhes with snakes, which vanish at irregular intervals only to reappear moments later.

A large plinth arch resembles others you have seen before. However, this one is empty.

The hissing of snakes suddenly seems to resemble a voice. "If you seek Sysuul, approach the plinth. Place here the glyphstones blessed by Sysuul first, and the way to her shrine shall be granted."

Snake Illusions: The snakes on the floor between the two doors are an illusion, creating a fear effect preventing anyone from approaching. A character succeeding at a DC 18/22/25 Wisdom saving throw can overcome the illusion and walk to the door normally. A character is unaffected by the illusion if they are immune to fear or if they both cover (or plug) their ears and cover (or blindfold) their eyes.

Corner Wooden Door: Once the snakes are overcome, the unlocked door may be opened, revealing a small treasure chamber. However, the clothing, scrolls, and other valuables have rotted or crumbled to dust. A DC 12/13/15 Intelligence (Investigation) or Wisdom (Perception) check reveals a trap door hidden under rotten clothing. This leads to the vault described in Area D2.

Plinth and Placing the Glyphstones: The snakes' instructions are a riddle of sorts, for not all of the glyphstones were "blessed by Sysuul." As the journal in Encounter 14, *Khri Colony*, reveals, only those glyphstones from the rooms where green orbs were present (hidden by illusions of torches) should initially be placed on the plinth. (Rooms for Encounters 1, 2, and 13 have green orbs. Of those, Encounters 2 and 13 had glyphstones and these are the ones which must be placed first. If any other glyphstone is placed first, the character must make a DC 18/22/25 Wisdom saving throw or be overcome by the fear effect from the snake illusions.)

Once the two "blessed" glyphstones are placed, the party may then place all other glyphstones (and all must be placed, including the one from the Khri colony). If this is done correctly, the sound of grinding stone can be heard as the plinth arch slides aside to reveal a sloping passageway to Encounter 15, *Shrine of Sysuul*.

Snake Pillars: The snakes continue to shift between stone and flesh. They can speak, and can provide hints, but demand a sacrifice of blood (equivalent to spending a hit die) to provide a hint such as the meaning of "blessed by Sysuul" or which glyphstone(s) are missing.

CONTINUING

Characters may proceed through the plinth arch into Encounter 15: *Shrine of Sysuul*, if they correctly presented all of the glyphstones in the proper order. They may also choose to explore beyond the breached wall, entering Encounter 1: *Khri Colony*.







ENCOUNTER 14:
KHRI COLONY



ENCOUNTER 14: KHRI COLONY

Adventurers start in Area A if they enter from Encounter 12, *Dais of the Dead*. If they enter from Encounter 13, *Lava Bridge*, they instead start by the breached wall in Area H.

Most of the areas in this encounter are in total darkness. Determine the light source the party will use and adjust descriptions accordingly.

A. Entrance from Menagerie

In Encounter 12, *Dais of the Dead*, the party discovered a secret door leading into a treasure chamber that once held a glyphstone. However, the glyphstone is gone and the wall had been breached, leading here.

TERRAIN TIPS

When building Area H, the kobold lair, do not place the Spikes Floor Inserts yet. Instead, fill the floor holes with Dirt Floor Inserts for now. As each the pit trap is discovered or sprung, you may then swap in the Spikes Floor Insert for a fun surprise.

Read or paraphrase the following:

The secret door from the Dais of the Dead leads to a small rectangular room. It seems to have been a treasure chamber. However, nooks on the walls are empty, a chest on the floor is smashed open, and the far wall has been breached. Rubble spills into this room from a dark tunnel beyond. There is an earthy smell here, but the warm air coming from the tunnel also carries an unusual sour odor.





A DC 10/11/12 Intelligence (Investigation or Arcana) check confirms that the shattered stone wall once held a glyphstone. There are no valuables left in this room. The chest contains shards of glass, suggesting that potion bottles were once there.

A DC 12/14/16 Wisdom (Survival) check finds signs that something excavated the tunnel and caused the breach. Beating the DC by 3 identifies the markings as belonging to large insects, perhaps similar to giant ants.

Continue with Area B when the party decides to enter the maze.

REVEALING THE TERRAIN

This portion of the *Dungeon of Doom* should play like a maze. Consider covering the encounter area with small pieces of cloth or card stock and slowly revealing sections as the party explores. You can also use Dwarven Forge terrain trays to bring in each section as it is revealed!

B. Chamber of the Fallen

Read or paraphrase the following:

The rough tunnel has an organic quality to it, as if it were a living thing. Roots run through the walls like dark thorn-riddled veins, and the heat quickly becomes oppressive. Three other tunnels connect with this one not far ahead, and where they meet you see the decomposing corpses, shattered bones, and shredded garments of other explorers who met a gruesome end.

In the distance, you hear a scraping sound, as if something is approaching through one of the tunnels. The sound is distorted in this labyrinth, making it impossible to discern from which direction it is coming.

This chamber sets the scene: the party has entered a khri colony, and soon the khri will begin to hunt them. The heroes need to find the glyphstone; they may choose to avoid the khri as they search for it. If they succeed in this evasion, they will gain certain advantages. See the section below for how to handle the hunt portion of this encounter.

INVESTIGATING THE BODIES

Anyone searching the bodies finds shards and remnants of matching amulets on all the bodies. The amulets bear the image of a three-headed snake and a flaming eye. This is the symbol of Sysuul.

One of the bodies also has a broken dagger decorated with intertwining snakes, flames, and eldritch runes. A DC 12/14/16 Intelligence (Arcana) or Wisdom (Religion) check reveals that this was a sacrificial dagger used for living sacrifices as part of religious rites.

Anyone searching the room or the bodies also uncovers a torn parchment. When the players discover it provide them with **Handout: The Torn Parchment**. The parchment contains notes from the cultists explaining that they believe the time is right to awaken Sysuul. Six of the strongest cultists formed an adventuring party and entered the dungeon seeking to place the 13 glyphstones upon the altar and free Sysuul. Luckily for Mythras, they were slain by the khri. The second half of this parchment can be found in Area H, the kobold lair.

There are a variety of character skills that may provide additional information here. Use your judgment, rewarding characters or perhaps even prompting them to investigate the bodies so they get at least a general sense of the danger.

Perception/Investigation: The remains of five bodies are strewn here, clothing and equipment shredded and bones gouged and cut. Any character with a passive Perception above 12 notices that the bodies are arranged together, facing outward. A DC 15 or higher Wisdom (Perception) or Intelligence (Investigation) check confirms this was a last stand against multiple enemies attacking from all sides.

Medicine: A DC 13 Wisdom (Medicine) check reveals that the bodies were humanoids (a half-orc, two humans, an elf, and a halfling). The wounds indicate sharp claws and fangs tore into them. Their corpses were not consumed for food, however.

Nature/Survival: A DC 12/14/16 Intelligence (Nature) or Wisdom (Survival) check reveals that the tracks in this area seem to belong to large insects which travel in numbers. Most are larger than a human. The tracks suggest that the insect creatures hunted the party, found them, and set up an ambush. Escaping the notice of these creatures could help the party avoid such an ambush. If a character beats the DC on the Intelligence (Nature) check by more than 3, the character identifies the creatures as khri: a malevolent insectoid race first seen in the Forest of Thorns and rapidly expanding its territory through conquest. To the khri, any sentient non-khri is an enemy to be overcome and destroyed or subjugated.

ELUDING THE KHRI

It is only a matter of time before the khri become aware of intruders in their lair. The actions of the party will determine how soon that happens.

Determining Net Result: When the PCs reach a new lettered area, determine the number of positive and negative actions they have taken based on the list below. For each bullet point, use the most recent check or event (they are not cumulative). If the number of positive actions exceeds the negative actions, the party is eluding the khri. Otherwise, the party is being tracked by the khri. Each lettered area in this encounter has an Eluding the Khri section identifying the impact if khri are tracking the party.

The following actions help the party elude the khri:

- A DC 13/15/17 Dexterity (Stealth) group check, where half or more of the party succeeds.
- A DC 12/14/16 Intelligence (Nature) or Wisdom (Animal Handling or Survival) check to anticipate the khri's direction or tactics.
- A DC 14/16/18 Charisma (Deception or Performance) check to create a distraction or throw the khri off of their trail - for example, to stage their deaths or create sounds that suggest the party is headed in a different direction.
- Being very efficient in how they handle the challenges in any given lettered area.
- Splitting the party to confuse the khri.
- Clever ideas or other checks the party uses that you deem effective.
- The following actions hurt the party:
 - Making a lot of noise or leaving obvious signs of passage.
 - Engaging in combat that lasts more than two rounds.
 - Staying in one place for longer than five minutes.
 - Other actions you deem would draw the khri to the party or help the khri find them. In addition, very loud events, including spells such as Thunderwave where the description mentions that the spell can be heard at a great distance, can count as two actions hurting the party.

The party may continue further into the tunnels. Refer to the map and the lettered encounters, as some tunnels and rooms have special features.

ADVENTURE SEED – MYSTERIOUS NIGHTMARES

If a character responded to the “Mysterious Nightmares” adventure seed (see Encounter 1, *Zaltar's Gameroom*), the furtive lines they drew upon the parchment begin to remind them of this khri labyrinth, as if there is a connection to how these tunnels were dug. The character gains advantage on any checks to elude the khri.

C. Symbiote Egg Chamber

Read or paraphrase the following when the party can see the eggs:

Dozens of eggs twice the size of a human head rest in an oval-shaped depression. The eggs have a translucent crystalline shell and something moves within, glowing with a sickly green light.

Eluding the Khri: If the party is currently eluding the khri, no additional khri appear in this encounter. If the party has not eluded the khri, add 1 khri swarming/2 khri swarmings/2 khri brood thralls to the encounter when the eggs are disturbed or as the party prepares to leave.

Investigating the Eggs: A DC 13/15/17 Intelligence (Investigation) check identifies these as khri eggs and can provide the information about khri found in Area A.

A check that beats the DC by 5 or more also reveals that some of these are symbiote eggs, which can be implanted by the khri into their prisoners to transform and control them.

A check that fails the DC by 5 or more breaks one or more eggs, releasing khri swarmings and attracting other khri (this counts as an action against the party for eluding the khri). In addition, the character that failed by 5 or more must make a DC 10/11/13 Dexterity saving throw to avoid becoming implanted with an egg. See the Symbiotic Slave section in Appendix A: New Monsters for more details..

Destroying or Using the Eggs: Destroying the eggs drives the khri into a frenzy, and counts as an action against eluding the swarm. However, it is possible that the party could use the eggs to distract the khri, perhaps scattering them or otherwise manipulating the hive with them, so as to instead count as an action that helps in eluding the khri.



MONSTERS

Monsters only appear if a character investigating the eggs fails their check by 5 or more (see above), or if the party has failed to elude the khri. If the monsters are triggered, swarmlings emerge from the eggs, while other khri are drawn by the disturbance, burrowing through the ceiling or coming down the halls. See **Appendix A: New Monsters** for all khri monster statistics.

APL	MONSTERS
1	2 khri swarmlings
2	4 khri swarmlings
3	3 khri swarmlings, 1 moldwyr khri symbiotic slave
4	4 khri swarmlings, 2 moldwyr khri symbiotic slaves
5	5 khri swarmlings, 3 moldwyr khri symbiotic slaves
6	14 khri swarmlings, 4 moldwyr khri symbiotic slaves
7	4 khri swarmlings, 2 khri brood thralls
8	2 khri swarmlings, 1 khri reaver
9	5 khri swarmlings, 1 khri reaver
10	5 khri swarmlings, 1 khri reaver, 1 khri brood thralls

TROUBLESHOOTING

This encounter takes place each time the party reaches an Area C they have not visited before. The primary purpose of these encounters is to instill a sense of horror and to provide a quick and fun fight. If the fights take too long or the party is low on resources, scale back future Area C encounters by removing most of the harder creatures. Use the same approach for area E (see below), if necessary.

D. Tunnel Junction

Four tunnels come together, creating a chamber.

Eluding the Khri: If the party is currently eluding the khri, no additional khri appear in this encounter. If the party has not eluded the khri, the following monsters burrow out of the ground, are hanging from the ceiling, or enter through a tunnel.

APL	MONSTERS
1	1 moldwyr khri symbiotic slave
2	1 moldwyr khri symbiotic slave, 1 khri brood thrall
3	1 moldwyr khri symbiotic slave, 1 khri brood thrall, 1 khri swarming,
4	2 moldwyr khri symbiotic slaves, 1 khri brood thrall
5	1 moldwyr khri symbiotic slave, 1 khri reaver
6	1 moldwyr khri symbiotic slave, 1 khri reaver, 1 khri swarming
7	4 khri swarmlings, 2 khri brood thrall
8	1 khri brood thrall, 1 khri royal reaver
9	1 khri brood thrall, 1 khri royal reaver, 3 moldwyr khri symbiotic slaves
10	1 khri brood thrall, 1 khri royal reaver, 1 khri reaver

E. Khri Egg Chamber

This area is the same as Area C. However, these eggs contain only larval swarming khri, without any symbiotes. If a character fails the investigation check by more than 5, no symbiote is implanted in the character. However, it does still attract monsters as in Area C.

Eluding the Khri: If the party is currently eluding the khri, no additional khri appear in this encounter. Add a Web Floor Insert (see below), which protects the eggs. The party can cut through it if they want to reach the eggs (and khri can pass through it, should they hatch).

If the party has not eluded the khri, choose one of the following:

- Add 2 khri swarmlings/1 moldwyr khri symbiotic slave/2 moldwyr symbiotic slaves to the encounter when the eggs are disturbed or as the party prepares to leave.
- If the party needs a challenge, add the above, plus a Web Floor Insert. The web can either be in place, or it can be launched by a khri brood thrall when the monsters appear. A creature in or moving through the web must make a DC 13/15/17 Dexterity saving throw. On a failure, the creature becomes restrained by the webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).
- The character or characters leading the party make a DC 12/14/16 Wisdom (Survival) check. On a success, they move normally. On a failure, they become lost. Move the party one chamber closer to the entrance they used to enter the tunnels. Chambers they previously visited must once again be checked for eluding the khri.

MONSTERS

Monsters only appear if a character investigating the eggs fails their check by 5 or more (see above), or if the party has failed to elude the khri. If the monsters are triggered, swarmlings emerge from the eggs, while other khri are drawn by the disturbance, burrowing through the ceiling or coming down the halls.

APL	MONSTERS
1	2 khri swarmlings
2	4 khri swarmlings
3	3 khri swarmlings, 1 moldwyr khri symbiotic slave
4	4 khri swarmlings, 2 moldwyr khri symbiotic slaves
5	5 khri swarmlings, 3 moldwyr khri symbiotic slaves
6	4 khri swarmlings, 4 moldwyr khri symbiotic slaves
7	4 khri swarmlings, 2 khri brood thralls
8	2 khri swarmlings, 1 khri reaver
9	5 khri swarmlings, 1 khri reaver
10	5 khri swarmlings, 1 khri brood thralls, 1 khri reaver

F. Central Chamber

Read or paraphrase the following:

Dark rough tunnels come together, forming a larger chamber than usual. Near one wall a large stone is sunken into the floor, with other smaller stones piled around it.

Down one corridor you can see a hole in the ceiling, leading to an upper level.

Stone Plug: The khri dug down here and encountered fire ants. Khri greatly dislike the burning stings of these creatures, so they plugged the hole with a large stone and piled smaller rocks on top. A DC 13/15/17 Intelligence (Investigation or Nature) or Wisdom (Insight or Survival) identifies that this is a deliberate attempt to keep something from coming up. Using survival also reveals tracks from giant ants in this chamber.

If the hole is unplugged, remove the Rocky Pillar Floor Insert piece and expose the floor hole underneath. Two minutes later several giant fire ants emerge. Use the statistics for the following creatures for the giant fire ants.

APL	MONSTERS
1 - 4	2 giant centipedes (Monster Manual, p. 323)
5 - 7	2 ankheg (replace acid damage with poison damage) (Monster Manual, p. 21)
8 - 10	2 giant scorpions (Monster Manual, p. 327)



Development: The fire ants attack any creatures they see. If the party leaves before the ants have come up, the ants begin exploring and soon find the khri. From this point forward, the party automatically succeeds at eluding the khri, who will become focused on eliminating the ants.

G. Chamber of the Glyphstone

Read or paraphrase the following when the party enters:

This chamber has two entrances. A third tunnel gives off a pale green glow suggesting that it is filled with eggs. Against the wall, not far from the eggs, is the glyphstone.

Eluding the Khri: If the party is currently eluding the khri, no additional khri appear in this encounter. If the party has not eluded the khri, add 1 khri swarming/1 khri swarming and 1 khri brood thrall/1 khri royal reaver to this chamber once a character approaches the glyphstone (see below).

Grabbing the Glyphstone: The eggs are almost ready to hatch, and will do so if the party makes a lot of noise retrieving the glyphstone. Additionally, several khri are around the corner in the egg chamber Area E. A character must succeed at two DC 12/14/16 Dexterity (Stealth) checks—one to cross the chamber and another to grab the glyphstone.

Consult the following list for the results of these two checks. The results are detailed after the list.

- Fail both checks:
 - character doesn't reach the glyphstone
 - monsters are triggered
 - additional monsters are triggered (regardless of the party's status with eluding the khri)
 - eggs hatch
- Fail the 1st check, succeed on the 2nd:
 - character doesn't reach the glyphstone
 - monsters are triggered
 - additional monsters are triggered (only if party failed to elude the khri)
 - eggs hatch
- Succeed on the 1st check, fail on the 2nd:
 - character gets the glyphstone
 - monsters are triggered
 - additional monsters are triggered (only if party failed to elude the khri)
 - eggs hatch
- Succeed on both checks:
 - character gets the glyphstone
 - monsters are triggered (but act on initiative count 1)
 - additional monsters are triggered (only if party failed to elude the khri) but appear at the end of the 2nd round of combat
 - eggs do not hatch

Monsters are Triggered: The strongest khri race into the room from the eastern egg chamber (Area E), enraged at intruders in the inner chamber. The smaller khri hatch or burrow into the chamber. The khri fight to protect their eggs and reclaim the glyphstone, and will fight relentlessly until every intruder is slain.

Additional Monsters are Triggered: If the players have failed to elude the khri (or fail on both stealth checks), additional monsters attack. These khri enter from behind the characters along whichever tunnel the characters used to enter the room. This will likely trap the PCs between two forces and make for a difficult fight.

Eggs Hatch: One of the eggs bursts towards the character attempting to take the glyphstone. The character must make a DC 10/11/13 Dexterity saving throw to avoid becoming implanted by an egg. See the Symbiotic Host section in **Appendix A: New Monsters**.

APL	MONSTERS
1	1 khri brood thrall
2	1 khri swarming, 1 khri brood thrall
3	2 khri swarmlings, 1 khri brood thrall
4	4 khri swarmlings, 2 moldwyr khri symbiotic slaves
5	5 khri swarmlings, 1 khri brood thrall
6	4 khri swarmlings, 1 khri reaver
7	3 khri swarmlings, 1 khri brood thrall, 1 khri reaver
8	3 khri swarmlings, 1 khri brood thrall, 1 khri royal reaver
9	3 khri swarmlings, 1 khri reaver, 1 khri royal reaver
10	2 khri swarmlings, 1 khri brood thrall, 1 khri reaver, 1 khri royal reaver

TREASURE

Provide **Handout: The Eleventh Glyphstone of Eldrid** to the first character to touch the glyphstone.



Warven Forge



H. Lava Chamber and Kobold Lair

A group of kobolds were foolish enough to enter the dungeon and are now trapped in this small section of the khri colony, pondering their bad life choices. They have so far managed to survive in two tunnels formerly used by the khri for egg-laying. Though they have learned of the exit into the lava chamber, they spotted the terrible monster there and are afraid to enter that room. They have entrenched their position with two spike traps in the floor, but they know it is only a matter of time before they are devoured by the many stronger denizens of the dungeon.

If the party is entering from Encounter 13, Lava Chamber, run the Entering from the Lava Chamber section first. Otherwise, proceed to Entering From Area A. There are no Eluding the Khri rules for this encounter.

ENTERING FROM THE LAVA CHAMBER

If the party is entering from the Lava Chamber, read or paraphrase the following as they enter:

The red glow of lava behind you illuminates a narrow tunnel burrowed straight through rock and earth. The rough passage has an almost organic quality to it, as if it were a living thing. Roots run through the walls like veins, and the heat quickly becomes oppressive. The tunnel runs straight for about twenty-five feet and then turns sharply to the left.

A spike pit is hidden in the floor, 5ft from the entrance. (Note: use the Spikes Floor Insert once the trap is discovered). Anyone walking through must make a DC 14/16/19 Wisdom (Perception) check to notice the spikes. Small size characters gain advantage on the check. On a failure, the character will fall in and take 7 (1d10 + 2)/10 (1d10 + 5)/13 (2d10 + 2) piercing damage, and their speed is halved for one minute. The trap can be safely avoided if it is spotted, and a DC 13 Intelligence (Nature) check identifies the trap to be of kobold manufacture.

Once the players round the bend read or paraphrase the following to them:

You round the bend and see a small chamber burrowed out before you. A tunnel leaves the chamber to your left and another tunnel ramps up at a steep angle straight ahead.

At the entrance to the sloping tunnel you see what looks like the corpse of an explorer face down on the ground. Its bones have been shattered and belongings lie scattered about the chamber.

Far in the distance, you hear a scraping sound, as if something is moving somewhere beyond the bend. The sound is distorted in this maze, making it impossible to discern from which direction it comes.

Refer to Area A for rules on eluding the Khri and the adventure seed Mysterious Nightmares.

ENTERING FROM ELSEWHERE IN THE COLONY

If the party entered the khri colony through Area A, instead read or paraphrase the following as they enter this area by heading down the ramp from the elevated passage:

The tunnel heads downwards at a steep incline. Jutting rocks and roots make natural steps, but it is tenuous footing at best. The bottom of the tunnel bends sharply to the left and opens into a small chamber. The chamber has a tunnel leading out to the right and another exit straight across the room.

Directly in front of you is what looks like the face down corpse of another explorer. Its bones have been shattered and belongings lie scattered about the chamber.

There is a spike trap in the floor of this room, right next to the dead body. The kobolds that live here are hiding, cowering in the side tunnel. If someone triggers one of their spike traps, the bravest kobold will peek out to see what the disturbance is.

If the players entered from the Lava Bridge, they must pass directly over the spike trap to reach the body. If the party explores the side tunnel, see Chamber and Entrance to Kobold Lair, below.

Spike Trap: A spike trap is in the floor, just in front of the ramp passage. (Note: use the Spikes Floor Insert once this trap is discovered). Anyone walking through must make a DC 14/16/19 Wisdom (Perception) check to notice the spikes. Small size characters gain advantage on the check. On a failure, the character will fall in and take 7 (1d10 + 2)/10 (1d10 + 5)/13 (2d10 + 2) piercing damage and their speed is halved for one minute. The trap can be safely avoided if it is spotted, and a DC 13 Intelligence (Nature) check identifies the trap to be of kobold manufacture.

INVESTIGATING THE BODY

This body was the sixth member of the cult group found in Area B. She fled the ambush and managed to sneak her way this far before bleeding out. She has the second half of the torn parchment from Handout: The Torn Parchment. Anyone searching her body or the scattered bits of equipment finds shards and remnants of a holy amulet – an exact match for the amulets on the bodies in Area B. This amulet bears the image of a three-headed snake and a flaming eye. This is the symbol of Sysuul.

Medicine: A DC 13 Wisdom (Medicine) check reveals that the body was a female human. The wounds indicate that sharp claws and fangs tore into her.

Investigation/Perception: Clothing and equipment are shredded by sharp cuts. A DC 11/13/15 Intelligence (Investigation) or Wisdom (Perception) check locates two halves of a scroll of parchment. Pieced together, they form a continuation of the note from Handout: The Torn Parchment, and a rough map of the location of the serpent orbs. If a player finds the parchment, provide them with **Handout: Torn Map**.



Nature/Survival: A DC 12/14/16 Intelligence (Nature) or Wisdom (Survival) check reveals that the tracks in this area seem to have been made by large insects which travel in numbers. Most are larger than a human. The tracks suggest that the insect creatures hunted the explorer, found her, and set up an ambush. Escaping the notice of these creatures could help the party avoid such an ambush. If a character beats the DC on the Intelligence (Nature) check by more than 3, the character identifies the creatures as khri: a malevolent insectoid race first seen in the Forest of Thorns and rapidly expanding its territory through conquest. To the khri, any sentient non-khri is an enemy to be overcome and destroyed or subjugated.

CHAMBER AND ENTRANCE TO KOBOLD LAIR

A pack of frightened kobolds are holed up here, terrified of the monsters that roam this dungeon.

Ambush: Kobolds lie in wait down the tunnels leading to two old egg chambers. A DC 13/15/17 Wisdom (Perception) check reveals a kobold scout peeking around the corners. A DC 11/13/15 Wisdom (Insight) check discerns their fearful nature - these are creatures just trying desperately to survive in terrible circumstances.

Fight or Parley: If the party triggers the traps, the kobolds wait, hoping the intruders go away. If the PCs approach down the tunnels, the kobolds try to ambush them. If the party spots them and speaks to them, they answer in kind. The kobolds are willing to provide their treasure in exchange for being escorted back to the entrance, where they plan to appeal to Zaltar to be released, or to wait in a safe place until the party solves the dungeon.

The kobolds know one piece of useful information they may use to barter for their lives. They know the khri hate fire ants and placed the plug in Area F to keep the fire ants from entering. The party may deduce that the fire ants would create an excellent distraction. Additionally, if the party hasn't discovered the scrap of paper from the body in the main chamber, the kobolds may offer it up as well.

APL	MONSTERS
1 - 6	7 kobolds (Monster Manual, p. 195)
7 - 10	15 kobolds (Monster Manual, p. 195)

TREASURE

The kobolds have a small wand and a longbow. The wand is a *wand of wander*, while the bow is *Yldara's Bow of Frost*. Provide the players with the appropriate handouts if they acquire these items.

CONTINUING

Characters may proceed through breached walls to exit the Khri Colony, either at Area A to reach Encounter 10, *Dais of the Dead*, or through Area C to reach Encounter 13, *Lava Bridge*.





ENCOUNTER 15:
SHRINE OF SYSUUL



ENCOUNTER 15: SHRINE OF SYUUL

In Encounter 13, *Lava Bridge*, the party placed 12 glyphstones on the plinth arch found in the Chamber of Snakes. The glyphstones (which they can reclaim and bring with them) cause the plinth arch to slide aside, revealing a sloping passageway ending in the forsaken doors.

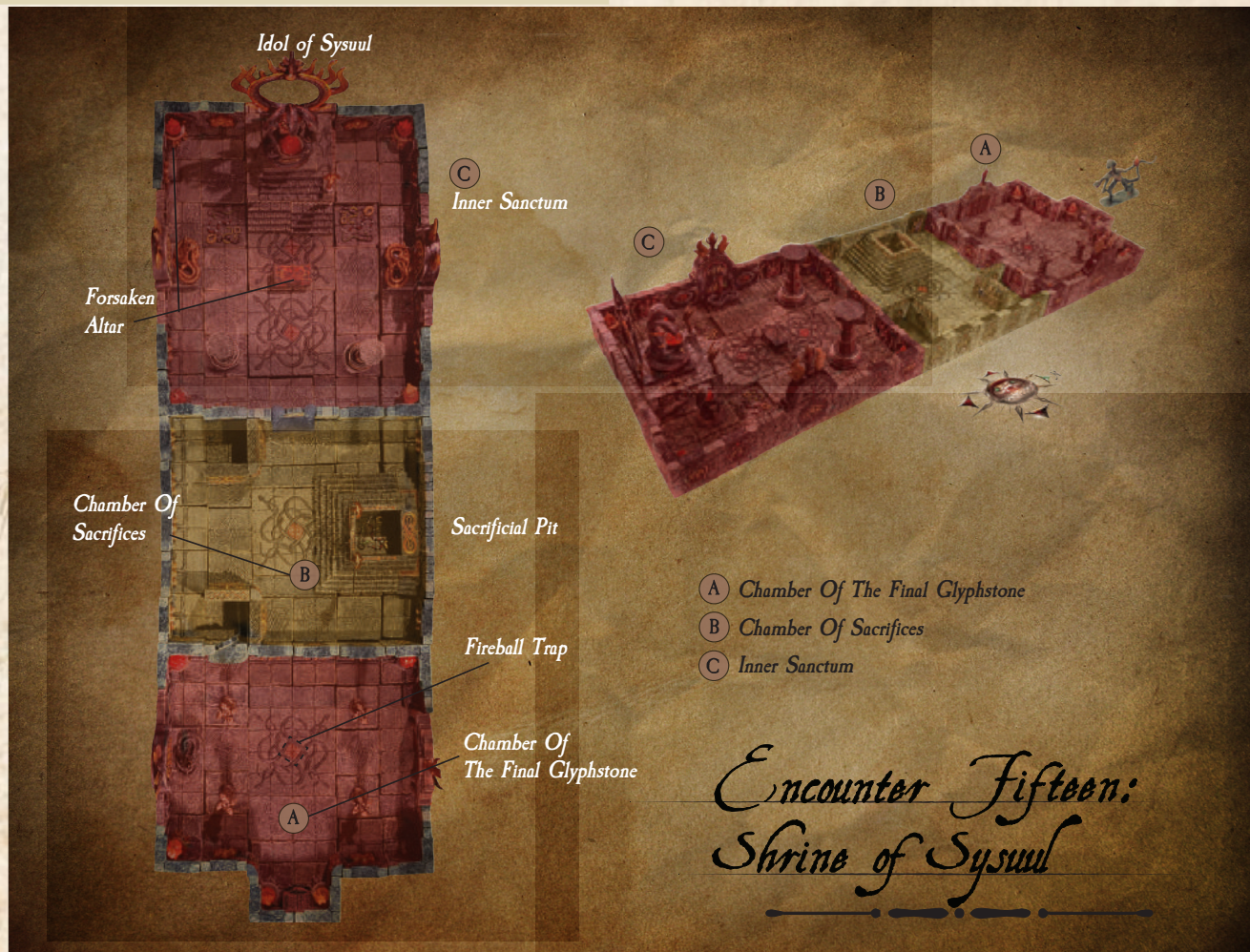
Read or paraphrase the following:

A short sloping hallway of worked stone ends in a great archway supported by crimson pillars. Large double doors are set into the archway, each emblazoned with images of fire and runes traced in gold and rubies. Though the runes are not in a language any of you recognize, you all instantly know that the runes signify a single word: Forsaken.

The doors swing open when approached by anyone carrying a glyphstone. Read or paraphrase the following:

As you approach, the two doors swing open with a hissing sound like a thousand snakes. An insidious voice reverberates inside your head, "Praise be to Sysuul." Through the doors a smoky chamber entices you to enter.

If a character without a glyphstone approaches the doorway, they can sense a great dark power emanating from the doors. Anyone touching a door (even when they are open) takes $16 (2d10 + 5) / 25 (4d10 + 3) / 36 (4d10 + 14)$ necrotic damage. The doors can be opened or closed without a glyphstone with a successful DC 16/19/22 Intelligence (Arcana) or Dexterity (Thieves' Tools) check, though each check requires touching the doors.



INITIAL SET-UP

Area B, the Chamber of Sacrifices, needs a small treasure accessory placed upon the back of the Sacrificial Pit piece. We recommend using the Sword of Andronicus from **Encounter 4: Deadly Corners**. However, any enticing treasure accessory can easily be substituted, since the treasure is an illusion.

REVEALING THE TERRAIN

This encounter has the most impact if it's revealed as the party discovers it. We recommend building this encounter on three 12x12 Terrain Trays. Then you can slide in each portion of the encounter as it is entered. Alternately, you could cover each of the rooms with card stock or cloth and reveal them as the party enters.

A. Chamber of the Final Glyphstone

The forsaken doors lead into the first chamber of the snake goddess's temple, where the final glyphstone can be found. When the party enters, read or paraphrase the following:

JADE PAINT SCHEME

If you have the limited Jade Paint Scheme for the Shrine of Sysuul, adjust the descriptions accordingly.

You pass through the forsaken doors into a room filled with smoke and shadows. Braziers flicker and crackle from each of the corners, while a pair of braziers fills a small nook to the left with smoke. Something within the nook gives off a purple glow.

Through the smoke you see the chamber's opulent design. Crimson wall carvings of a snake with three hooded heads repeat around the room's perimeter, rubies sparkling above each serpentine head. Near the center of the room, intertwined golden snakes rise from the ground to form four pillars, and the floor carvings between these pillars depict snakes writhing around a blood-red center.

A shrine on the far wall bears representations of flames and scales. On either side of the shrine are carvings of two enormous snakes' eyes. A black obsidian cobra statue sits before the shrine.

There are three major areas to explore: the Smoke-Shrouded Nook with the glyphstone, the four Golden Twisted Snake Pillars in the center of the room, and the far wall with the Forsaken Shrine.

Trap: Note that crossing the center of the room towards the far wall, even when exploring the nook, will trigger a trap and combat (see the Golden Twisted Snake Pillars section below for details).

Walls and Snake Carvings: The gold on the walls and columns is golden paint and not valuable. However, each of the five sections of the wall with a snake carving has three small rubies, worth a total of 150/180/220 gp if they are all pried out.

SMOKE-SHROUDED NOOK

Read or paraphrase the following as the party draws closer and examines the nook:

Two bronze braziers in the far corners give off thick black smoke. Between them you make out a plinth bearing a glyphstone. The glyphstone's purple eldritch rune is shrouded, barely visible through a darkness that seems to radiate from the glyphstone itself. Upon the plinth arch, surrounding the dark glyphstone, are crimson runes.

Writhing snakes are carved into columns on either side of the nook. As you draw closer the snakes in the carvings begin to move. A quiet hiss begins to grow louder, becoming words.

"Zaltar tried to rob you of sight, wished to hide Sysuul's true might. Tell us how many rooms hid her orbs, green and bright."

Their incantation complete, the snake pillars cease writhing and become unmoving stone once more.

Riddle: There are three rooms within the Dungeon of Doom where green serpent orbs are cloaked by illusions (Encounters 1, 2, and 13). If the party recovered the cultist's notes in the Khri colony, it provided clues to the answer. If the answer *three* is given, the runes around the glyphstone vanish and the glyphstone can be removed.

Glyphstone Rune Trap: If the glyphstone is touched before the correct answer to the riddle has been provided, the braziers release thick green smoke. Anyone within 10ft of the nook must make a DC 13/15/17 Constitution saving throw. A character takes 11 (2d10)/16 (2d10 + 5)/22 (4d10) poison damage on a failed save, or half as much on a successful one. The poison smoke dissipates quickly after it appears, replaced by more of the thick black (non-damaging) smoke.

Thirteenth Glyphstone: The thirteenth glyphstone is shrouded in darkness. A *detect magic* or similar spell identifies necromantic magic, while a spell such as *detect evil and good* reveals that the glyphstone has been desecrated and cursed. Any character touching the glyphstone also becomes cursed; give them **Handout: The Thirteenth Glyphstone of Eldrid**, which details the item and the curse. Taking precautions, such as using an object to push the glyphstone into a sack, will avoid the curse.

Braziers: A DC 12/14/16 Wisdom (Perception) check reveals emeralds amongst the coals of the braziers. The fires can be extinguished, but will almost immediately reignite. A character succeeding at a DC 13/15/17 Dexterity (Sleight of Hand) check when the fires are extinguished can safely grab the three green gems. On a failure, the character takes 5/9/12 fire damage while grabbing the gems. Clever plans could provide advantage on the check. The gems are worth 80/100/140 gp each, and there are three in each of these two braziers. The other braziers in the shrine do not have gems hidden within.

GOLDEN TWISTED SNAKE PILLARS

At the center of the pattern of intertwining snakes in the middle of the floor is a magical trap. It can be detected with a DC 12/14/16 Intelligence (Arcana or Investigation) check. The trap triggers if anyone moves past the midpoint of the room in the direction of the shrine without praising Sysuul aloud. This triggers the floor trap, animates the King Cobra, and activates the Twisted Snake Pillars.

Floor Trap: The trap releases a *fireball* centered on the crimson center of the large floor tile. Each character within 20ft of that point must make a DC 13/15/17 Dexterity saving throw, taking 14 (4d6)/20 (5d6 + 3)/28 (8d6) points of fire damage on a failed save, or half as much on a successful one. In addition, the King Cobra animates and battle begins.

Disarming the Trap: A successful DC 14/16/19 Intelligence (Arcana) check prevents the *fireball* from being triggered. However, the King Cobra animates when a character crosses the chamber's midpoint, even if the trap was disarmed.

Twisted Snake Pillars: When battle begins, the carved snakes that form the pillars begin to writhe, and their green eyes flare brightly. They act on initiative count 15 and make a charming gaze attack (detailed below). The pillars can be destroyed (AC 12, 40/70/100 hit points, immune to fire damage, psychic damage, and all conditions), but deactivating them as detailed in the Forsaken Shrine Wall is more efficient.

Charming Gaze: Each turn, one of the four pillars chooses a creature within 30ft of it. The targeted creature must succeed on a DC 13/15/17 Wisdom saving throw or be charmed by all snake creatures (including the King Cobra). A different pillar will make a gaze attack each round.

Charmed Creatures: When first charmed, and at the start of initiative count 15, a charmed creature spends its reaction, if available, to make an attack against the closest ally it can see. The charmed target makes a melee weapon attack, ranged weapon attack, or uses a cantrip, based on whichever is likely to be most effective. After making an attack against an ally, and at the end of each of its turns, a charmed target may repeat the saving throw. On a success, the effect ends on the target.

FORSAKEN SHRINE WALL

Whenever a character passes the midpoint of the room without praising Sysuul aloud, the forsaken shrine and the King Cobra come to life. Read the following:

The two enormous snake eyes on either side of the forsaken shrine begin to glow red, their brightness steadily growing in intensity. The crimson diamond shape in the center of the floor also begins to glow. The sense of enmity is palpable – this can't be good!

At the same time, the obsidian cobra statue transforms into living flesh and slithers forward to attack!

King Cobra: See **Appendix A: New Monsters** for statistics for the King Cobra. It races forward to attack, initially seeking to spray poison and fire on as many characters as possible.

Shrine Snake Eyes: The eyes on either side of the shrine begin to glow, steadily increasing in intensity. Every even round (round 2, round 4, round 6, etc.) on initiative count 1, the eyes burst with fire and the Floor Trap goes off. If the Floor Trap was previously disarmed, the trap still activates now, but all characters gain advantage on saving throws.

Disarming the Shrine: A DC 13/15/17 Dexterity (Thieves' Tools), Intelligence (Arcana), or Intelligence (Religion) check made adjacent to either of the eyes will permanently deactivate the fireball Floor Trap and the Twisted Snake Pillars.

APL	MONSTERS
1	1 king cobra
2	1 king cobra (AC 14)
3	1 king cobra (AC 14, +1 to all attacks and DCs)
4	1 king cobra (AC 14, +15 hit points, +1 to all attacks and DCs)
5	1 jade king cobra
6	1 jade king cobra (AC 15)
7	1 jade king cobra (AC 15, +15 hit points, +1 to attacks and DCs)
8	1 greater jade king cobra
9	1 greater jade king cobra (+1 to attacks and DCs)
10	1 greater jade king cobra (AC 16, +2 to attacks and DCs)



CONTINUING

A forsaken temple door leads out of this room. It is a stone door decorated with three overlapping circles, each a snake eating its tail. The reverse side of the door (visible once it's opened) bears an emblem of fire, with a yellow chrysoberyl gemstone in the center. The door is not trapped, and the gemstone is worth 50/75/100 gp if removed.

Continue with Area B below when the party decides to enter the next chamber. If the King Cobra has not been defeated, it follows the adventurers into the next room.

B. Chamber of Sacrifices

The inscribed temple walls limit what the party can see initially. Read or paraphrase the following as they first enter:

Two short walls ahead and to your right create a sort of antechamber, preventing you from seeing what is evidently a large chamber beyond. The walls are inscribed with the golden figure of a snake-woman bound within circles of rune-covered chains.

At the back left corner of this space is an opening into the main chamber which extends ahead and to your right. You can hear chanting from somewhere in this space and the hissing of hundreds of snakes.

Chanting: Any characters able to see through illusions (for example, because they made a deal with the gargoyles in Encounter 13, *Lava Bridge*), know that the sounds of chanting and hissing snakes are an illusion.

ENTERING THE ROOM

Note the characters' marching order as they enter the room. When one or more characters round the corner, and before you describe the main room, they trigger a trap.

Golden Cobra Head Trap: The first character(s) to enter the room must make a DC 12/14/16 Wisdom saving throw, at disadvantage if the party took any gemstones from the door or the previous chamber. On a success, a character sees the eyes of the sculpted cobra heads mounted at the corners of the sacrificial slab flash with yellow light, and senses an attempt at compulsion.

On a failure, a character is subjected to a form of the suggestion spell. They are compelled to ascend the sacrificial slab and place an offering on its far side (a movement that likely triggers the trap door and combat). The compulsion ends for each character when they have placed an offering, or if they fall into the pit.

The cobra heads can repeat this attack once each round against a creature that has not previously succeeded at a saving throw against this effect.

The cobra heads can be disabled with a DC 13/15/17 Dexterity (Thieves' Tools), Intelligence (Arcana), or Intelligence (Religion) check made adjacent to either of them. They can also be destroyed (AC 10, 20/40/60 hit points, immune to psychic damage and all conditions)

MAIN CHAMBER

Characters who are compelled by the cobra heads will proceed directly to the sacrificial slab, noticing little around them. If a character successfully saves, or when other characters enter before the carvings can activate again, read or paraphrase the following:

Worn stone steps lead up to a wide slab of stone inscribed with golden runes. Two golden cobra heads on staves jut from the front corners of the raised platform, the snakes' eyes gleaming gemstones.

The walls are richly carved. Some are sculpted into three-headed snakes adorned with rubies. Others depict a woman with the tail of a snake surrounded by flame, and below it a mass of intertwining serpents. Snakes are also inscribed upon the floor before the elevated slab, encircling a crimson diamond. A door, decorated with three intertwining snakes, is set into the center of the wall to your left.

Sitting upon the back of the stone slab is a gleaming sword held aloft by carved dragons. The blade glows faintly and magic runes cover the blade.

The sword is an illusion, designed to lure thieves into the trap. As mentioned in the Setup Tips above, this treasure piece can be substituted with any small treasure accessory that you have, just adjust the written description accordingly. The illusion can easily be penetrated by any character with the ability to pierce the illusions of the dungeon. If it is touched it will disappear and trigger Andronicus (see below).

The cobra heads (see above) will continue to charm characters until either the pit trap has been sprung or all characters have saved against the effect.

Sacrificial Slab: The top of the stone slab is a trap door, which can be discerned with a DC 12/14/16 Intelligence (Investigation) check or a DC 15/18/20 Wisdom (Perception) check. The trap door gives way when a character steps on it, plunging the character 10ft into a swarm of snakes. The character takes 1d6 bludgeoning damage from the fall and the serpents attack with surprise. See Monsters, below. A character can climb out of the pit with a DC 12/14/16 Strength (Athletics) check.

Treasure: The rubies in the walls are worth a total of 250/300/370 gp if they are all pried out. This triggers monsters to if they have not appeared previously.

Inscribed Snake Floors: Unlike the first chamber, there is no trap on the floor.

THE FINAL MAEREGHAST

This room is guarded by Sysuul's first Maereghast – the former paladin Andronicus. He is summoned if the players do any of the following:

- Trigger the trap door
- Step onto the sacrificial slab
- Touch or dispel the illusory sword
- Pry out any of the gemstones
- Touch the door to Area - C

The moment any player performs one of the above actions, read of paraphrase the following:

The chamber darkens and a chill fills the air. In the center of the room grey wisps coalesce into a ghostly form – a warrior in battle-worn plate mail wielding a massive tower shield. The charge on the shield is a three-headed snake made of rubies. Around his neck hangs the mangled remains of what was once a holy symbol. His otherwise human head is marred by two jagged horns that just out from his forehead, blood dripping from their bases. His face speaks of endless pain and sorrow, but his eyes blaze red with hatred and vengeance.

Without hesitation, he draws a spectral longsword which bursts into blue, ghostly flame. In an anguished voice he hisses at you, "None shall harm my mistress. Immolate the impure!" He charges forward.

Roll for initiative!



Andronicus is an important figure of lore, and the characters likely have learned about him through the various visions and stories they have encountered. Any character who wields Andronicus' sword Welkin or his tower shield can immediately identify the Maereghast spirit of the former paladin. As a Maereghast, Andronicus should have been freed or controlled by the actions taken at the Dais of the Dead. However, Sysuul's magic binds him here. A DC 12/13/15 Intelligence (Arcana or Religion) can confirm this.

Characters may speak and interact with Andronicus as they battle. Recalling his once proud and heroic deeds or nature will weaken his resolve. Any character spending an action trying to talk him out of battle may attempt a DC 12/13/15 check with Intelligence (History or Religion), or Charisma (Persuasion), or just spirited role play drawing from the lore they have learned. With two successes, the spirit of Andronicus fights off Sysuul's binding, lays down his spectral sword, and thanks the characters as he departs for the afterlife.

MONSTERS

Note that the golden cobra heads may still be active and attacking when Andronicus is summoned. Also, when the pit contains multiple swarms, note that these are considered to occupy the same space, but can still attack and be attacked as if they were adjacent to any creature in the pit. The swarms can also climb out of the pit if necessary (replace their swim speed with a climb speed). See Appendix A: New Monsters for all Andronicus statistics.



APL	MONSTERS
1	Andronicus, Lessened (-1 to all attacks and damage, -1 to all DCs, subtract 20 hit points) Pit: 2 poisonous snakes (Monster Manual, p. 334)
2	Andronicus, Lessened (subtract 15 hit points) Pit: 4 poisonous snakes (Monster Manual, p. 334)
3	Andronicus, Lessened Pit: 1 swarm of poisonous snakes (Monster Manual, p. 338)
4	Andronicus, Lessened (+1 to all attacks and +2 to all damage) Pit: 2 swarms of poisonous snakes (Monster Manual, p. 338)
5	Andronicus, Weakened (-1 to all attacks and DCs) Pit: 2 swarms of poisonous snakes (Monster Manual, p. 338)
6	Andronicus, Weakened Pit: 2 swarms of poisonous snakes (Monster Manual, p. 338)
7	Andronicus, Weakened (+1 to all attacks and + 15 hit points) Pit: 2 swarms of poisonous snakes (save DC 13) (Monster Manual, p. 338)
8	Andronicus (-1 to all attacks and subtract 15 hit points) Pit: 2 swarms of poisonous snakes (save DC 14) (Monster Manual, p. 338)
9	Andronicus Pit: 2 swarms of poisonous snakes (+1 to attacks, save DC 14) (Monster Manual, p. 338)
10	Andronicus (add +1 to all attacks and +2 to all damage) Pit: 3 swarms of poisonous snakes (+1 to attacks, save DC 14) (Monster Manual, p. 338)

CONTINUING

A single door leads out of this room. As before, it is a stone door decorated with three intertwined snakes, each eating the tail of the next. Also as before, the door's opposite side bears an emblem of fire with a yellow chrysoberyl gemstone at its center. The door is not trapped, and the gemstone is worth 50/75/100 gp if removed.

Continue with Area C below when the party decides to enter the final chamber. Any monsters that are still active may pursue the characters into the final room, at your discretion.

C. Inner Sanctum

This is a complex encounter which begins with an important choice as the players must decide what to do with the glyphstones. Zaltar makes an appearance, trying to convince the characters to fight Sysuul. If necessary he tries to force the party to fight her. If Sysuul appears, the final battle is at hand!

As the party enters the inner sanctum, read or paraphrase the following:

The door opens into the final chamber of the Dungeon of Doom. With all thirteen glyphstones in your possession, you have reached the end of your quest!

Ahead, past two massive columns and snake-inscribed floors, you see steps leading to a massive idol of a three-headed snake woman. She sits with her legs crossed, a burning brazier in her lap. Her scaled tail curls around her body, and her long arms support the brazier's flaming bowl. Each of her six eyes is a massive ruby, and she wears a necklace of similar stones that are even larger.

Behind her is a stone ring sculpted to look like a coiled obsidian snake; at either side of the front of the altar are golden cobra heads on staves. Along either side wall are shrines bearing flames and eyes, similar in appearance to the one you saw in the first room. Obsidian cobra statues are coiled in front of the shrines, unmoving.

A few other features also catch your attention. Near the far wall, on either side of the idol, are two serpent braziers burning with crimson flame. There is a pit in front of each of these.

Finally, in front of the stairs that lead to the idol is an altar of jet black stone inscribed with golden writhing snakes, flames, and eyes. Each of you who possesses a glyphstone immediately feels drawn to this altar, as if the glyphstones belong there.

The room's dangers do not usually activate until the party has interacted with the altar of black stone. Use your judgment—characters behaving carelessly could trigger threats ahead of time!



THE ALTAR OF BLACK STONE AND THE GLYPHSTONES

All characters who carry a glyphstone feel that the stones desire to be taken to the altar. Several skills can be used outside of combat, all at DC 12/13/15, revealing the following:

- Intelligence (Arcana or History): The altar of black stone must be what Sysuul uses to draw energy from creatures dying in the Dungeon of Doom. It must therefore also be the energy source for her prison.
- Intelligence (Arcana, History, Investigation, or Religion): Manipulating the altar, by placing the glyphstones upon it, will both free Sysuul and stop the draining of soul energy.
- Intelligence (Religion): Being imprisoned will have weakened Sysuul. She will not have the power of a goddess.

Intelligence (Arcana, Investigation, or Religion): The altar is drawing energy to maintain her prison. However, a small amount of energy still flows to her. Even if the glyphstones are never placed upon the altar, over time she will become strong enough to regain her divinity entirely and escape her bonds.

As the characters investigate the altar, or ponder what to do, there is a brief tremor that shakes the whole room. When it ends, and characters who make a DC 12/14/16 Wisdom (Perception) check or who investigated the altar discover that cracks have formed in the altar and appear to be slowly growing. Tiny trickles of crimson light leak through these cracks.

ZALTAR'S ARRIVAL

Once the party has had some time to discuss what to do with the glyphstones (most likely right after they have discovered cracks in the altar), read or paraphrase the following:

Suddenly, out of thin air, the nefarious wizard Zaltar appears, dressed in opulent robes trimmed with gold.

"Well, well!" he exclaims. "It looks like you have succeeded! Through dangers untold and hardships unnumbered, is it? I trust you will admit this was a true challenge. Do you know that I designed each room's trials myself? Challenges so cunning, no others have come this far!"

"You bested my Dungeon of Doom and claimed many powerful treasures. And yet, one last deed remains. A final challenge of truly epic proportions. Sysuul herself must be defeated! She is gaining strength, and it is only a matter of time before she breaks free. She would unleash a savage fury the likes of which Mythras has never seen!"

"You lot are heroes – brave, true, champions of good. You cannot allow your beloved lands to suffer her fiery scourge. Strike now before she grows in power further! Place the glyphstones upon the altar and save the world while you can!"

Zaltar will answer questions the party may have, though he does so tersely, providing the bare minimum of information and stressing the need for immediate action. His goal is to convince the party to battle Sysuul. He prefers to have the adventurers on his side, but if they won't cooperate, he breaks the altar (see The Heroes' Decision).

- He admits that he once allied with Sysuul, but he realized the extent of her evil and her desire to become a goddess. (If a character wants to verify his statements, a DC 17 Wisdom (Insight) check reveals this is partially true... Zaltar is not a good person, though perhaps he seeks knowledge more than power.)
- Zaltar was not powerful enough to destroy her, so he bound her within the shrine. The altar siphons souls to maintain the prison, but some of the energy also is drawn to her.
- Zaltar will point out the cracks forming in the altar. It is only a matter of time before Sysuul escapes! Stopping her now is best, while she is still weak.
- Zaltar does not consider the party to have truly defeated the Dungeon of Doom until Sysuul has been bested. She is the final challenge. They wouldn't want to get this far and quit before they finished, would they?
- A *detect magic* spell reveals that Zaltar has several abjuration and illusion spells cast upon him (including *stoneskin* and an invisible *globe of invulnerability*). In addition, he is a *simulacrum*).
- If asked for help, he explains the properties of the braziers.

If the tiefling warlock Ozraeline is present, her actions depend on her current goals. (See Encounter 12, *Dais of the Dead*, for more information.)

- She'll be enraged at the sight of Zaltar, the man who framed her as a betrayer to Sysuul. Given the opportunity, she'll try and slay him.
- Her primary goal is to free Sysuul. She's convinced that her serpentine mistress will reward her. To this end, she tries to convince the party to free Sysuul, and also to kill Zaltar. (As described in Encounter 12, she once served Sysuul and despises Zaltar for his betrayal.)
- If the party has convinced Ozraeline to help defeat Sysuul, she still doesn't trust Zaltar, but agrees that Sysuul must be stopped. She will still try to slay Zaltar if given a chance.
- Regardless of Ozraeline's intent, once Sysuul is freed, the snake goddess attacks Zaltar (if he's still present) and then the party. Ozraeline will most likely beg for forgiveness, blaming Zaltar for framing her. However, Sysuul cares not for these excuses and will attack Ozraeline in round 2. If Ozraeline had intended to side with Sysuul, this will cause the tiefling to beg the party for forgiveness and assist them instead.

Running Ozraeline

If Ozraeline is helping the party, consider having the player of the character who was most friendly to her control the actions of the tiefling warlock. This rewards them and frees you up to focus on foes.

THE HEROES' DECISION

What happens after Zaltar's arrival depends on the players' next decision. They have four choices:

- Place the Glyphstones: Zaltar thanks the party. Go to Sysuul is Summoned, below.
- Refuse to Place the Glyphstones: Zaltar is furious and calls them fools. He flies forward and slams his staff down upon the altar, cracking it. This causes Sysuul's prison to fail. Go to Sysuul is Summoned.
- The Party Attacks Zaltar: Zaltar can be considered to have AC 17 and a +9 to his saving throws. However, his protective spells and the fact that this "Zaltar" is actually a *simulacrum* conjured by the real Zaltar makes his defeat impossible. He teleports away at the first opportunity. If the party resists releasing Sysuul, he will teleport back in and slam his staff upon the altar, cracking it. This causes Sysuul's prison to fail. Go to Sysuul is Summoned.
- The Party Leaves: having completed Zaltar's test and gathered the 13 glyphstones, the party is finally free to leave the dungeon. If they decide to go, however, the moment they make it to the door, the altar shatters behind them. Go to Sysuul is Summoned.

It is important to note that as soon as the altar cracks and Sysuul is summoned, all the glyphstones instantly crumble to dust except the 13th stone.







SYSUUL IS SUMMONED

Read or paraphrase the following when either the glyphstones are placed on the altar or Zaltar destroys it:

Translucent gray wisps begin to emanate from the black altar, slowly at first, then more rapidly. As they gain form you see what they are: the spirits of the dead. Then a flash of crimson light bursts from the altar. The spirits swirl around the room like a cyclone.

Upon the large dais in the back of the room there's a rumble. The idol of Sysuul shudders once, and a large crack forms down its middle. Pieces fall to the ground, shattering. Where once there was stone, now you see vibrant glistening scales. With a deafening crack a massive form break out of the statue. It slowly rises out of the shattered stone prison, until it stands towering thirty feet above your heads... and stares down at you.

The wicked Sysuul is free.

Her three snake-like necks sway from side to side, her serpent tongues darting in and out and her fanged heads ready to strike. She lifts one arm, revealing a razor-sharp scimitar as long as a human. She lifts the other arm and instantly summons a sphere of blazing fire. The firelight gleams off her six ruby-red eyes - eyes that stare down at you with pure malice.

"Long have I been imprisoned. Long shall the lands of Mythras suffer for this wrong. The blazing immolation I call vengeance shall be like a sun that never sets. For one thousand days these lands will know nothing but fire and blood. All shall bow before me, or face obliteration. Let us start with you worms!"

If Zaltar is present, Sysuul swings all three heads down towards him and adds, "At last! My great betrayer stands before me. I have dreamt the darkest dreams of this moment, oh yes. Here, at the very altar where you dared forsake me, you will instead be bound to an eternity of torment. Your pain shall be exquisite and everlasting, you miserable wretch!" Roll initiative!

If Ozraeline is present and Zaltar has been driven off, Sysuul swings all three heads down towards her and adds, "What is this!?! Ozraeline the traitor stands before me? You dare crawl back and beg mercy after stabbing me in the back? You, of all mortals should know I have only one thing to offer those who defy me: eternal torment!" Roll initiative!

If both Zaltar and Ozraeline are present, Sysuul glares at both of them and adds, "Do my six eyes deceive me? Not one but two great betrayers both awaiting punishment? Which of you will succumb to the madness of my exquisite anguish first? Oh we shall see, we shall see." Roll initiative!

Forsaken Dais: The steps and platform where Sysuul begins combat have life-draining qualities. Any character starting a turn on the stairs or platform must make a DC 13/15/17 Constitution saving throw. On a failure, the character fails a death saving throw, as if they were unconscious. This failed death saving throw remains until the end of the encounter. If a character reaches three failed death saving throws from any combination of the dais or being unconscious, the character dies instantly, regardless of their hitpoint total.

Braziers: Any weapon briefly inserted into one of the corner braziers becomes a flaming weapon. The weapon deals an additional 1d6/1d8/1d10 fire damage and is considered to score a critical hit on an unmodified attack roll of 19-20.

Pits: The two pits are 10ft deep. Any character who falls into one takes 1d6 bludgeoning damage from the fall. An illusion at the bottom of each pit hides the swarm of poisonous snakes (AC 12, reduce hit points to 12/reduce hit points to 24/no change) there. A character sees through the illusion if they succeed at a DC 12/13/14 Intelligence saving throw.

MAEREGHASTS AND THE DAIS OF THE DEAD

In Encounter 12, *Dais of the Dead*, the party may have chosen from one of three options. These impact the combat.

- **Free the Maereghasts to their afterlife:** The first time a character must roll a saving throw for the Forsaken Dais (see above), several Maereghasts appear and sink into the dais. The stone noticeably pales and its life drain-effect ceases functioning. From this point forward, any character starting their turn on the dais may receive a benefit of their choice:
 - 6/9/12 temporary hit points
 - End a spell or effect affecting the character
 - Gain Inspiration
- **Bind the Maereghasts to Ozraeline:** Ozraeline gains an additional attack each round, and she additionally gains the "Force the Maereghasts to fight for the party benefit," which she may share with the PCs when working with them.
- **Force the Maereghasts to fight for the party:** The spirits engage in combat with Sysuul and aid the party. To represent this, each round the party gains a d10 they may use once to boost a single attack roll, damage roll, saving throw, or ability check made by one party member. The die may be used after the result of the roll is known.

MONSTERS

Sysuul and the king cobras are detailed in Appendix A: *New Monsters*.

APL	MONSTERS
1	Sysuul - bound (AC 14, 106 hit points, -1 to all attacks and DCs)
2	Sysuul - bound (AC 14, 116 hit points, -1 to all attacks and DCs), 1 king cobra
3	Sysuul - bound, 1 king cobra
4	Sysuul - bound, 2 king cobras
5	Sysuul - awakening, 1 jade king cobra
6	Sysuul - awakening (AC 16), 2 jade king cobras
7	Sysuul - awakening (+1 to all attacks and DCs), 2 jade king cobras
8	Sysuul - emergent, 1 jade king cobra
9	Sysuul - emergent (240 hit points, +1 to all attacks and DCs), 2 jade king cobras
10	Sysuul - emergent (240 hit points, +2 to all attacks and DCs), 1 jade king cobra, 1 greater jade king cobra

TROUBLESHOOTING

This encounter is meant to be a difficult but fun challenge - the exciting conclusion! You may wish to make changes to achieve that result. By default, the heroes must defeat Sysuul to escape the Dungeon of Doom - if they try to evade her, she pursues them through the dungeon.

If the challenge is too high as written, Sysuul can make mistakes. She is overconfident, weakened by her imprisonment, and not used to being less than a deity. She may fall for tricks or use inferior tactics. If she is far too strong, she could lose some or all of her lair or legendary actions when she has been reduced to half her hit points. In addition, the cobras can turn back to stone when taken to half hit points.

If the challenge seems insufficient, Sysuul's fury can increase when she is at half hit points. She could gain 20/35/50 temporary hit points and a +3 bonus to all attacks and damage, and/or gain additional lair or legendary actions.

Finally, if the party needs help with tactics, Zaltar could project his voice into the room, suggesting courses of action.

TREASURE

The gemstones that once covered the statue from which Sysuul emerged can be found amongst the rubble, and are rubies worth a total of 450/580/760 gp.

Offerings of precious stones scattered around the forsaken dais are worth a total of 500/750/900 gp.

Sysuul's scimitar and necklace can be recovered. The first character to touch each should be given **Handout: Sysuul's Scimitar** and **Handout: Sysuul's Necklace**, respectively.

Finally, the 13th Glyphstone of Eldrid mysteriously remains, and the players can keep it. It will come into play in the next adventures in the series.

RESOLUTION

TRAGIC DEFEAT

The Dungeon of Doom is an epic challenge, and defeat is entirely possible, whether at the hands of Sysuul or during an earlier challenge. Players vary greatly in how they handle defeat, and it is also important how defeat feels to you, the Dungeon Master.

You could decide to have Zaltar prevent a total defeat, whisking away the party to give them a second chance. Is that fun, or does it feel too heavy handed? The answer will vary depending on your group.

Another option if the party fails is to use the Maereghasts. As characters die, they become Maereghasts. This could lead to two very interesting adventures!

- The PC-Maereghasts could seek out new heroes (new characters), providing them with information. This might explain why the new characters know some of the Dungeon of Doom's secrets. Of course, Zaltar is tricky. He wants a proper test and may very well want to change some aspects of the dungeon.
- The players could jump back into the action immediately after defeat, playing as Maereghasts. Use the Maereghast statistics (found in previous encounters) to resume play and provide one last chance at victory!

However you handle defeat, the players should never hang their heads. This dungeon was an unforgiving test of mettle; and no amount of clever play can mitigate a series of terrible die rolls.



VICTORY!

If the party was victorious, read or paraphrase the following as Sysuul is defeated:

Sysuul falls to one knee, one of her hands trying to reach for the closest hero. Then she starts to rise once more.

"No... I was... I am... a goddess! I have bent magic... even death... to my will! You mortals... cannot... Oh, you shall pay... My fire will never... die... I... shall..."

Sysuul topples to the ground. Her body spasms. Her flesh bubbles. Then an ethereal black mist erupts from her corpse. This foul haze swirls above her remains.

Grey wisps materialize and begin tearing at the black mist. The Maereghasts have returned. First a dozen, then a hundred, then thousands. The spirits of the dead converge on the swirling black ether that is Sysuul's soul. In one massive effort the spectral host tears the black mass asunder and it explodes into nothingness.

The would-be serpent goddess is no more.

On the ground below, the three-headed corpse instantly melts into a putrid mass of purplish black sludge. The revolting slime burns through the flagstones and seeps into the ground below, leaving only foul-smelling vapors behind.

You have done it. You have destroyed the black altar. You have slain a force of truly momentous evil. And you have saved Mythras from a horrendous fate.

Allow the players a moment to cheer and for the characters to react, then proceed:

Once again Zaltar appears before you. He hesitates, then bows.

"Well, congratulations! You have done what no others could do. You are the champions of the Dungeon of Doom and the slayers of Sysuul! I, for one, am impressed.

"I have sent a message to the royal family of Valoria, informing them of your brave deeds. Surely King Meleagrance will wish to thank you. He may even have a quest or two for you, now that you are heroes of such renown.

"Gather the treasure in this chamber and say the word, and I shall return you to Valoria. Then take the time to celebrate your victory. You are true champions of the Dungeon of Doom!"

Zaltar is willing to answer questions, though he is his usual curt and impatient self. If the party doubts or fears him, questioning his intent, he assures them that his primary goal is the acquisition of knowledge. He has no immediate plans to threaten the lands about him, and assures them that they are not enemies. He may even call upon them in the future in times of need. (Divination magic will indicate that all this is essentially true.)

The Maereghasts: Depending on the choices the party made, the spirits of some of the Maereghasts may appear before them now.

If the party freed them, these are the last Maereghasts who are about to depart to the afterlife. They thank the party and promise to look after them whenever their time comes to pass on to the outer planes and their afterlife in the domains of the gods.

If the party bound them and forced them to fight Sysuul, the Maereghasts are slowly fading away to nothingness. They forgive the party, understanding that the sacrifice was an important one.

Word of the party's victory spreads far and wide. These are now heroes of great renown - the champions of the **Dungeon of Doom!**







FAREWELL

Thank you for playing our first, full-length Dwarven Forge module. We hope you and your players have enjoyed this immersive adventure. We certainly had a wonderful time creating it.

This project would not have been possible without the support of you and all our Kickstarter backers.

Thank you.



Appendix A:

New Monsters



ENCOUNTER 1: NEW MONSTERS

MAEREGHAST

When adventurers die in the Dungeon of Doom, their souls become trapped. Through the dungeon's magic the dead adventurers are reborn as ghostly, twisted versions of their former selves. Their nightmarish forms manifest claws, barbs, or horns, and their skin becomes a translucent purple-blue. A Maereghast's (mare-uh-gast) eyes glow with unholy blue light and its voice is reduced to little more than terrible wails of pain. All prior desires and goals are replaced by a singular purpose: to slay any who enter the dungeon.

The Maereghast are one of the dungeon's major threats, and also set an important narrative tone for the adventure. These are the tortured undead remains of fallen heroes. The soul of any character who dies in the dungeon will be similarly trapped. This can even happen if a character is resurrected! A portion of any soul sufficient to create a Maereghast is trapped at the moment of death. Thus, resurrected characters could face the grim prospect of having to fight Maereghast created from their own souls! At a moment of your choosing, you can describe the Maereghast the party faces as having the features of former companions.



MAEREGHAST

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

Speed 0ft, fly 30ft (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	13 (+1)	10 (+0)	10 (+0)	6 (-2)

Damage Vulnerabilities Radiant

Damage Resistances Cold, necrotic

Damage Immunities Poison

Condition Immunities Charmed, exhausted, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses Darkvision 60ft, passive Perception 10

Languages Understands all languages it knew in life but can utter only incoherent allusions to its former self or curses against Zaltar.

Challenge 1 (200 XP)

Incorporeal Movement. The Maereghast 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.

Reforming Spirit. If damage reduces the Maereghast to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the Maereghast drops to 1 hit point instead and regains 5 hit points at the start of each of its turns. The regeneration ends when it reaches 0 hit points, or if it takes radiant damage.

Former Adventurer. Maereghasts retain some of the training they had prior to undeath. Each Maereghast has one of the following types:

CLERIC

Dressed in scale mail and wielding a mace or warhammer.

Spellcasting. The Maereghast cleric is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC11, +3 to hit with spell attacks). The Maereghast typically has the following cleric spells prepared:

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

1st level (4 slots) *bane, inflict wounds*

2nd level (3 slots) *hold person, spiritual weapon*

Actions For Cleric

Spectral Blow. Melee Spell or Weapon Attack: +4 to hit, reach 5ft, one creature. Hit: 6 (2d4 + 2) necrotic damage.

WARRIOR

Dressed in chainmail, wielding a Greatsword or longbow.

Actions For Warrior

Spectral Greatsword. Melee Weapon Attack: +4 to hit, reach 5ft, one creature. Hit: 9 (2d6+2) necrotic damage.

Spectral Longbow. Ranged Weapon Attack: +4 to hit, range 150/160ft, one target. Hit: 8 (1d8 + 4) necrotic damage.

Howl of Doom (Recharge 4-6). Up to two allies within 40ft of this Maereghast can use their reactions to each make one weapon attack.



GREATER MAEREGHAST

Medium undead, chaotic evil

Armor Class 14

Hit Points 45 (6d8 + 18)

Speed 0ft, fly 30ft (hover)

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

Damage Vulnerabilities Radiant

Damage Resistances Cold, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities Poison

Condition Immunities Charmed, exhausted, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses Darkvision 60ft, passive Perception 11

Languages Understands all languages it knew in life but can utter only incoherent allusions to its former self or curses against Zaltar.

Challenge 5 (1800 XP)

Incorporeal Movement. The Maereghast 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.

Reforming Spirit. If damage reduces the Maereghast to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the Maereghast drops to 1 hit point instead and regains 10 hit points at the start of each of its turns. The regeneration ends when it reaches 0 hit points, or if it takes radiant damage.

Former Adventurer. Maereghasts retain some of the training they had prior to undeath. Each Maereghast has one of the following types:

CLERIC

Dressed in scale mail and wielding a mace or warhammer.

Spellcasting. The Maereghast cleric is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The Maereghast typically has the following cleric spells prepared:

Cantrips (at will): *sacred flame*, *thaumaturgy*
1st level (4 slots) *bane*, *guiding bolt*, *inflict wounds*
2nd level (3 slots) *hold person*, *spiritual weapon*
3rd level (2 slots) *dispel magic*, *spirit guardians*

Actions For Cleric

Spectral Blow. Melee Spell or Weapon Attack: +5 to hit, reach 5ft, one creature. Hit: 7 (2d6) necrotic damage.

WARRIOR

Dressed in chainmail, wielding a Greatsword or longbow.

Actions For Warrior

Multiattack. The Maereghast makes two melee attacks or two ranged attacks.

Spectral Greatsword. Melee Weapon Attack: +5 to hit, reach 5ft, one creature. Hit: 9 (2d6+2) necrotic damage.

Spectral Longbow. Ranged Weapon Attack: +5 to hit, range 150/160ft, one target. Hit: 8 (1d8 + 4) necrotic damage.

Howl of Doom (Recharge 4-6). Up to two allies within 40ft of this Maereghast can use their reactions to each make one weapon attack.



MAEREGHAST DOOMWALKER

Medium undead, chaotic evil

Armor Class 14

Hit Points 67 (9d8 + 27)

Speed 0ft, fly 40ft (hover)

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

Damage Vulnerabilities Radiant

Damage Resistances Cold, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities Poison

Condition Immunities Charmed, exhausted, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses Darkvision 60ft, passive Perception 11

Languages Understands all languages it knew in life but can utter only incoherent allusions to its former self or curses against Zaltar.

Challenge 5 (1800 XP)

Incorporeal Movement. The Maereghast 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.

Reforming Spirit. If damage reduces the Maereghast to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the Maereghast drops to 1 hit point instead and regains 10 hit points at the start of each of its turns. The regeneration ends when it reaches 0 hit points, or if it takes radiant damage.

Former Adventurer. Maereghasts retain some of the training they had prior to undeath. Each Maereghast has one of the following types, wearing the spectral armor and weapons and gaining the actions of that type.

CLERIC

Dressed in scale mail and wielding a mace or warhammer.

Spellcasting. The Maereghast cleric is a 7th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). The Maereghast typically has the following cleric spells prepared:

Cantrips (at will): *sacred flame*, *thaumaturgy*
1st level (4 slots) *bane*, *guiding bolt*, *inflict wounds*
2nd level (3 slots) *hold person*, *spiritual weapon*
3rd level (2 slots) *dispel magic*, *spirit guardians*

Actions For Cleric

Spectral Blow. Melee Spell or Weapon Attack: +5 to hit, reach 5ft, one creature. Hit: 7 (2d6) necrotic damage.

WARRIOR

Dressed in chainmail, wielding a Greatsword or longbow.

Pack Tactics: The Maereghast Warrior has advantage on an attack roll against a creature if at least one of the Maereghast Warrior's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions For Warrior

Multiattack. The Maereghast makes two melee attacks or two ranged attacks.

Spectral Greatsword. Melee Weapon Attack: +5 to hit, reach 5ft, one creature. Hit: 9 (2d6+2) necrotic damage.

Spectral Longbow. Ranged Weapon Attack: +5 to hit, range 150/160ft, one target. Hit: 8 (1d8 + 4) necrotic damage.

Howl of Doom (Recharge 4-6). Up to two allies within 40ft of this Maereghast can use their reactions to each make one weapon attack.



ENCOUNTER 4: NEW MONSTERS

MAEREGHAST

When adventurers die in the Dungeon of Doom, their souls become trapped. Through the dungeon's magic the dead adventurers are reborn as ghostly, twisted versions of their former selves. Their nightmarish forms manifest claws, barbs, or horns, and their skin becomes a translucent purple-blue. A Maereghast's (mare-uh-gast) eyes glow with unholy blue light and its voice is reduced to little more than terrible wails of pain. All prior desires and goals are replaced by a singular purpose: to slay any who enter the dungeon.

The Maereghasts are one of the dungeon's major threats, and also set an important narrative tone for the adventure. These are the tortured undead remains of fallen heroes. The soul of any character who dies in the dungeon will be similarly trapped. This can even happen if a character is resurrected! A portion of any soul sufficient to create a Maereghast is trapped at the moment of death. Thus, resurrected characters could face the grim prospect of having to fight Maereghasts created from their own souls! At a moment of your choice, you can describe the Maereghasts the party faces as having the features of former companions.



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Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

Speed 0ft, fly 30ft (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	13 (+1)	10 (+0)	10 (+0)	6 (-2)

Damage Vulnerabilities Radiant

Damage Resistances Cold, necrotic

Damage Immunities Poison

Condition Immunities Charmed, exhausted, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses Darkvision 60ft, passive Perception 10

Languages Understands all languages it knew in life but can utter only incoherent allusions to its former self or curses against Zaltar.

Challenge 1 (200 XP)

Incorporeal Movement. The Maereghast 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.

Reforming Spirit. If damage reduces the Maereghast to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the Maereghast drops to 1 hit point instead and regains 5 hit points at the start of each of its turns. The regeneration ends when it reaches 0 hit points, or if it takes radiant damage.

Former Adventurer. Maereghasts retain some of the training they had prior to undeath. Each Maereghast has one of the following types, wearing the spectral armor and weapons and gaining the actions of that type.

DRUID

Dressed in leather armor festooned with feathers and wielding a bear-skull club.

Wildshape. The Maereghast may wildshape into bear form as a bonus action. The change in form ends at the start of the Maereghast's next turn. While wildshaped, the Maereghast's AC becomes 11 and it can use *bear attack*.

Spellcasting. The Maereghast druid is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The Maereghast typically has the following druid spells prepared:

Cantrips (at will): *produce flame, shillelagh*

1st level (4 slots) *faerie fire, thunderwave*

2nd level (3 slots) *barkskin, flaming sphere, heat metal*

Actions For Druid

Spectral Blow. Melee Spell or Weapon Attack: +4 to hit, reach 5ft, one creature. Hit: 6 (2d4 + 2) necrotic damage.

Spectral Club with shillelagh. Melee Weapon Attack: +6 to hit, reach 5ft, one target. Hit: 7 (1d8+3) necrotic damage.

Bear Attack: (requires wildshape). The Maereghast may make a bite and claw attack.

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

Claw: (requires wildshape). Melee Weapon Attack: +5 to hit, reach 5ft, one target. Hit: 11 (2d6+4) slashing damage.

WARRIOR

Dressed in chainmail, wielding a Greatsword or longbow.

Actions For Warrior

Spectral Greatsword. Melee Weapon Attack: +4 to hit, reach 5ft, one creature. Hit: 9 (2d6+2) necrotic damage.

Spectral Longbow. Ranged Weapon Attack: +4 to hit, range 150/160ft, one target. Hit: 8 (1d8 + 4) necrotic damage.

Howl of Doom (Recharge 4-6). Up to two allies within 40ft of this Maereghast can use their reactions to each make one weapon attack.

GREATER MAEREGHAST

Medium undead, chaotic evil

Armor Class 14

Hit Points 45 (6d8 + 18)

Speed 0ft, fly 30ft (hover)

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

Damage Vulnerabilities Radiant

Damage Resistances Cold, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities Poison

Condition Immunities Charmed, exhausted, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses Darkvision 60ft, passive Perception 11

Languages Understands all languages it knew in life but can utter only incoherent allusions to its former self or curses against Zaltar.

Challenge 5 (1800 XP)

Incorporeal Movement. The Maereghast 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.

Reforming Spirit. If damage reduces the Maereghast to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the Maereghast drops to 1 hit point instead and regains 10 hit points at the start of each of its turns. The regeneration ends when it reaches 0 hit points, or if it takes radiant damage.

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Dressed in leather armor festooned with feathers and wielding a bear-skull club.

Wildshape. The Maereghast may wildshape into bear form as a bonus action. The change in form ends at the start of the Maereghast's next turn. While wildshaped, the Maereghast's AC becomes 11 and it can use *bear attack*.

Spellcasting. The Maereghast druid is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC13, +5 to hit with spell attacks). The Maereghast typically has the following druid spells prepared:

Cantrips (at will): *produce flame, shillelagh*

1st level (4 slots) *faerie fire, thunderwave*

2nd level (3 slots) *barkskin, flaming sphere, heat metal*

3rd level (2 slots) *dispel magic, wind wall*

4th level (2 slots) *blight, confusion*

Actions For Druid

Spectral Blow. Melee Spell or Weapon Attack: +5 to hit, reach 5ft, one creature. Hit: 6 (1d6 + 3) necrotic damage.

Spectral Club with shillelagh. Melee Weapon Attack: +7 to hit, reach 5ft, one target. Hit: 8 (1d8+4) necrotic damage.

Bear Attack: (requires wildshape). The Maereghast may make a bite and claw attack.

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

Claw: (requires wildshape). Melee Weapon Attack: +5 to hit, reach 5ft, one target. Hit: 11 (2d6+4) slashing damage.

WARRIOR

Dressed in chainmail, wielding a Greatsword or longbow.

Pack Tactics: The Maereghast Warrior has advantage on an attack roll against a creature if at least one of the Maereghast Warrior's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions For Warrior

Multiattack. The Maereghast makes two melee attacks or two ranged attacks.

Spectral Greatsword. Melee Weapon Attack: +5 to hit, reach 5ft, one creature. Hit: 9 (2d6+2) necrotic damage.

Spectral Longbow. Ranged Weapon Attack: +5 to hit, range 150/160ft, one target. Hit: 8 (1d8 + 4) necrotic damage.

Howl of Doom (Recharge 4-6). Up to two allies within 40ft of this Maereghast can use their reactions to each make one weapon attack.





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MAEREGHAST DOOMWALKER

Medium undead, chaotic evil

Armor Class 14

Hit Points 67 (9d8 + 27)

Speed 0ft, fly 40ft (hover)

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

Damage Vulnerabilities Radiant

Damage Resistances Cold, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities Poison

Condition Immunities Charmed, exhausted, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses Darkvision 60ft, passive Perception 11

Languages Understands all languages it knew in life but can utter only incoherent allusions to its former self or curses against Zaltar.

Challenge 5 (1800 XP)

Incorporeal Movement. The Maereghast 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.

Reforming Spirit. If damage reduces the Maereghast to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the Maereghast drops to 1 hit point instead and regains 10 hit points at the start of each of its turns. The regeneration ends when it reaches 0 hit points, or if it takes radiant damage.

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Dressed in leather armor festooned with feathers and wielding a bear-skull club.

Wildshape. The Maereghast may wildshape into bear form as a bonus action. The change in form ends at the start of the Maereghast's next turn. While wildshaped, the Maereghast's AC becomes 11 and it can use *bear attack*.

Spellcasting. The Maereghast druid is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC15, +7 to hit with spell attacks). The Maereghast typically has the following druid spells prepared:

Cantrips (at will): *produce flame, shillelagh*

1st level (4 slots) *faerie fire, thunderwave*

2nd level (3 slots) *barkskin, flaming sphere, heat metal*

3rd level (2 slots) *dispel magic, wind wall*

4th level (2 slots) *blight, confusion*

Actions For Druid

Spectral Blow. Melee Spell or Weapon Attack: +5 to hit, reach 5ft, one creature. Hit: 7 (2d6) necrotic damage.

Spectral Club with shillelagh. Melee Weapon Attack: +7 to hit, reach 5ft, one target. Hit: 9 (2d8) necrotic damage.

Bear Attack: (requires wildshape). The Maereghast may make a bite and claw attack.

Bite: (requires wildshape). Melee Weapon Attack: +6 to hit, reach 5ft, one target. Hit: 10 (1d10+5) piercing damage.

Claw: (requires wildshape). Melee Weapon Attack: +6 to hit, reach 5ft, one target. Hit: 12 (2d6+5) slashing damage.

WARRIOR

Dressed in chainmail, wielding a Greatsword or longbow.

Pack Tactics: The Maereghast Warrior has advantage on an attack roll against a creature if at least one of the Maereghast Warrior's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions For Warrior

Multiattack. The Maereghast makes two melee attacks or two ranged attacks.

Spectral Greatsword. Melee Weapon Attack: +7 to hit, reach 5ft, one creature. Hit: 9 (2d6+2) necrotic damage.

Spectral Longbow. Ranged Weapon Attack: +6 to hit, range 150/160ft, one target. Hit: 9 (1d8 + 5) necrotic damage.

Howl of Doom (Recharge 4-6). Up to two allies within 40ft of this Maereghast can use their reactions to each make one weapon attack.

ENCOUNTER 6: NEW MONSTERS

GIANT TWO-HEADED CROCODILE

The crocodile was once Dwatha, a half-elven druid exploring the Dungeon of Doom. He wildshaped at the exact moment he was struck by sorcerous magic, and became trapped in this two-headed monstrous form. The difference between the heads is obvious. A character thinking to examine the creature and succeeding at a DC

12/13/15 Intelligence (Arcana or Nature) check learns that the malignant head seems to dominate the creature, driving its will. If more than 1/4 of the creature's hit point total is inflicted while deliberately targeting the malignant head, the head is lopped off and the druid changes back into half-elven form. Other actions, such as casting spells that charm or hold a creature directly at the malignant head could temporarily revert the crocodile or at least let the other head cry out, "Cut it off, cut it off!"

If saved, Dwatha is thankful but has no desire to see the horrors in the rest of the dungeon. The transformation seemed to drain him of his remaining spells, and he is hurt and frightened. He heads back to the start to beg Zaltar to let him escape.

TWO-HEADED GIANT CROCODILE

Huge beast, unaligned

Armor Class 13 (natural armor)

Hit Points 85 (9d12 + 27)

Speed 30ft, swim 40ft

STR	DEX	CON	INT	WIS	CHA
21 (+5)	11 (+1)	18 (+4)	2 (-4)	14 (+2)	11 (+0)

Skills Athletics +5, Stealth +5

Damage Immunities Acid

Senses passive Perception 12

Languages –

Challenge 2 (450 XP)

Hold Breath. The crocodile can hold its breath for 15 minutes.

Rend. If the crocodile hits the same target with two bite attacks on the same turn, the target must succeed on a DC 16 Strength saving throw. On a failure, the target takes 18 (2d10 + 7) slashing damage.

ACTIONS

Multiattack. The crocodile makes three attacks: two with its bite and one with its tail.

Bite. Melee Weapon Attack: +6 to hit, reach 5ft, one target. Hit: 12 (2d8 + 3) piercing damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained and the crocodile can't bite another target.

Tail. Melee Weapon Attack: +6 to hit, reach 15ft, one target. Hit: 12 (2d8 + 3) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be pushed 10ft and knocked prone.



CAUSTIC TWO-HEADED GIANT CROCODILE

Huge beast, unaligned

Armor Class 15 (natural armor)

Hit Points 135 (11d12 + 64)

Speed 30ft, swim 40ft

STR	DEX	CON	INT	WIS	CHA
21 (+5)	11 (+1)	18 (+4)	2 (-4)	16 (+4)	11 (+0)

Skills Athletics +5, Perception +5,

Damage Immunities Acid

Senses passive Perception 14

Languages –

Challenge 5 (1,800 XP)

Hold Breath. The crocodile can hold its breath for 15 minutes.

Rend. If the crocodile hits the same target with two bite attacks on the same turn, the target must succeed on a DC 15 Strength saving throw. On a failure, the target takes 12 (2d6 + 5) slashing damage.

ACTIONS

Multiattack. The crocodile makes three attacks: two with its bite and one with its tail.

Bite. Melee Weapon Attack: +6 to hit, reach 5ft, one target. Hit: 10 (2d8 + 1) piercing damage, and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained and the crocodile can't bite another target.

Tail. Melee Weapon Attack: +6 to hit, reach 10ft, one target. Hit: 7 (2d6 + 1) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be pushed 5ft and knocked prone.

CAUSTIC TWO-HEADED GIANT CROCODILE OF LEGEND

Huge beast, unaligned

Armor Class 16 (natural armor)

Hit Points 170 (12d12 + 98)

Speed 30ft, swim 50ft

STR	DEX	CON	INT	WIS	CHA
21 (+5)	11 (+1)	18 (+4)	2 (-4)	16 (+4)	11 (+0)

Skills Athletics +5, Perception +5, Stealth +5

Damage Immunities Acid

Senses passive Perception 19

Languages –

Challenge 7 (2,900 XP)

Hold Breath. The crocodile can hold its breath for 15 minutes.

Rend. If the crocodile hits the same target with two bite attacks on the same turn, the target must succeed on a DC 16 Strength saving throw. On a failure, the target takes 18 (2d10 + 7) slashing damage.

ACTIONS

Multiattack. The crocodile makes three attacks: two with its bite and one with its tail.

Bite. Melee Weapon Attack: +6 to hit, reach 5ft, one target. Hit: 12 (2d8 + 3) piercing damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained and the crocodile can't bite another target.

Tail. Melee Weapon Attack: +6 to hit, reach 15ft, one target. Hit: 12 (2d8 + 3) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be pushed 10ft and knocked prone.

SERPENT BRAZIER

Before her ascension to godhood, the wicked Sysuul created these serpent braziers to protect her treasures within the Dungeon of Doom. Zaltar later stole her treasures and used the serpent braziers to protect a glowing green amulet, an item adventurers need to recover in order to reach the middle area of the dungeon.

The braziers are unmoving statues, carved with one large hooded head leaning over the green magical flame and three smaller heads below the brazier's base, facing forward and to either side. Each head has different attacks, attacking on a set initiative count.

The intricate carvings of the heads do make them susceptible to damage. Adventurers able to reach a statue can destroy the heads or even the statue itself.



LESSER SERPENT BRAZIER

Large construct, unaligned

Armor Class 15 (natural armor)

Hit Points 50 (8d8 + 14)

Speed 0 ft.

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

Damage Immunities Poison, psychic

Condition Immunities Blinded, charmed, deafened, exhausted, frightened, paralyzed, petrified, poisoned

Senses Blindsight 50ft (blind beyond this radius), passive Perception 10

Languages –

Challenge 1/2 (100 XP)

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

Magic Weapons. The serpent brazier's weapon attacks are magical.

Vulnerable Heads. The serpent brazier's heads can be targeted separately from the body. They have the same armor class and 10 hit points. When a head is reduced to 0 hit points, it ceases to function. The damage inflicted to a head is also subtracted from the serpent brazier's hit point total.

ACTIONS

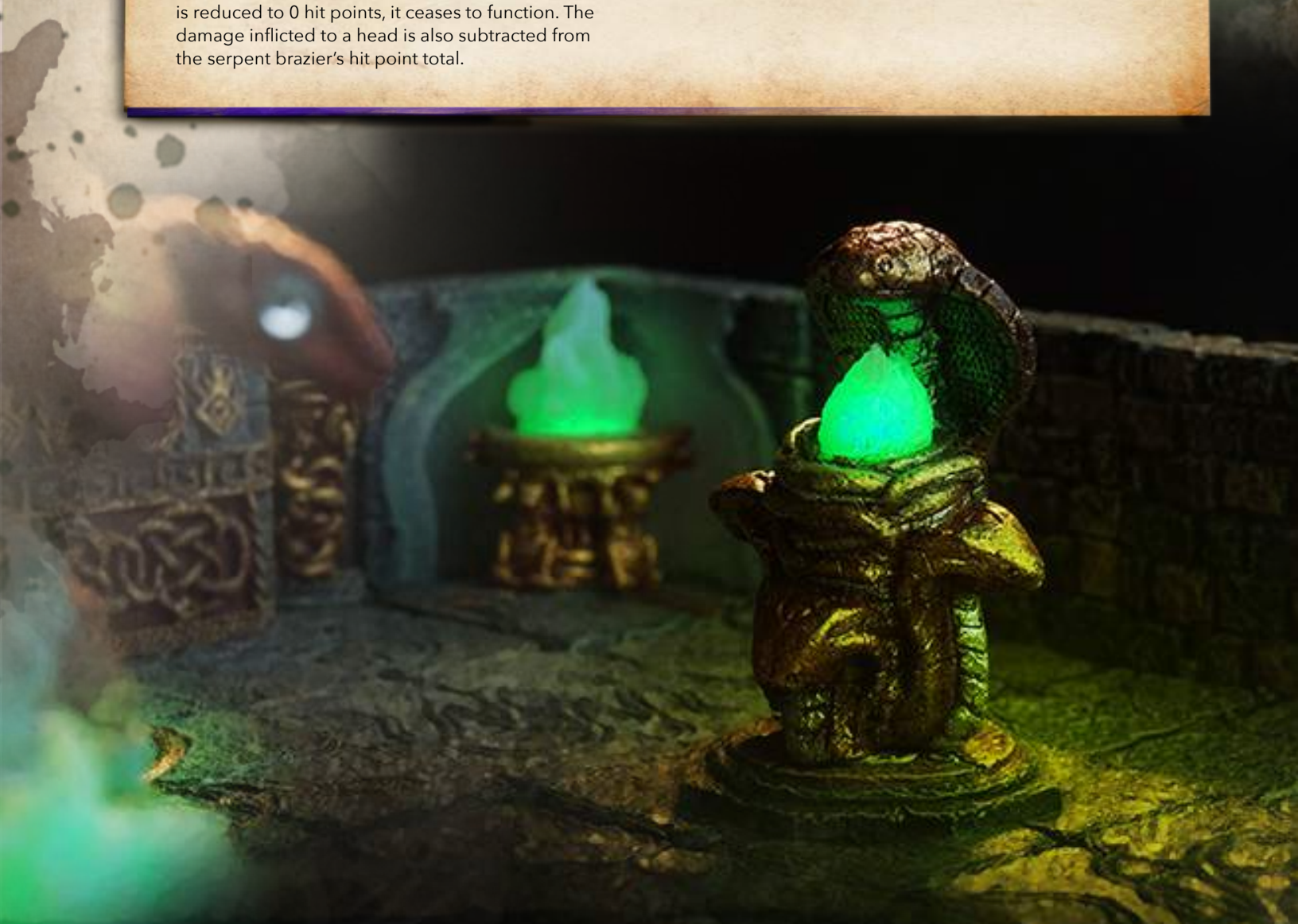
Serpent Heads. The serpent brazier uses each of its heads once, on the stated initiative count, choosing a target it can see:

1. Hooded Snake Head (Initiative Count 20): **Acidic Spittle.** Ranged Weapon Attack: +4 to hit, range 50ft, one target. Hit: 4 (1d4 + 2) acid damage.

2. Left Snake Head (Initiative Count 15): **Weakening Ray** Ranged Weapon Attack: +4 to hit, range 50ft, one target. Hit: the target loses all resistances and its speed is halved. Both effects last until the end of the target's next turn.

3. Right Snake Head (Initiative Count 10): **Serpent's Gift** A living ally of the serpent brazier within 50ft regains 2d4 hit points.

4. Lower Front Head (Initiative Count 5): **Baleful Teleportation.** Ranged Weapon Attack: +4 to hit, range 50ft, one target. Hit: 3 (1d4 + 1) force damage and the target must make a DC 11 Charisma saving throw or be teleported up to 30ft to a position chosen by the serpent brazier that the serpent brazier can see.



SERPENT BRAZIER

Large construct, unaligned

Armor Class 16 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 0 ft.

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

Damage Immunities Poison, psychic

Condition Immunities Blinded, charmed, deafened, exhausted, frightened, paralyzed, petrified, poisoned

Senses Blindsight 50ft (blind beyond this radius), passive Perception 10

Languages –

Challenge 3 (700 XP)

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

Magic Resistance. The serpent brazier has advantage on saving throws against spells and other magical effects.

Magic Weapons. The serpent brazier's weapon attacks are magical.

Vulnerable Heads. The serpent brazier's heads can be targeted separately from the body. They have the same armor class and 10 hit points. When a head is

reduced to 0 hit points, it ceases to function. The damage inflicted to a head is also subtracted from the serpent brazier's hit point total.

ACTIONS

Serpent Heads. The serpent brazier uses each of its heads once, on the stated initiative count, choosing a target it can see:

1. Hooded Snake Head (Initiative Count 20): **Acidic Spittle.** Ranged Weapon Attack: +4 to hit, range 50ft, one target. Hit: 5 (1d4 + 3) acid damage.
2. Left Snake Head (Initiative Count 15): **Weakening Ray** Ranged Weapon Attack: +6 to hit, range 50ft, one target. Hit: the target loses all resistances and its speed is halved. Both effects last until the end of the target's next turn.
3. Right Snake Head (Initiative Count 10): **Serpent's Gift** A living ally of the serpent brazier within 50ft regains 3d6 hit points.
4. Lower Front Head (Initiative Count 5): **Baleful Teleportation.** Ranged Weapon Attack: +6 to hit, range 50ft, one target. Hit: 5 (1d4 + 3) force damage and the target must make a DC 13 Charisma saving throw or be teleported up to 30ft to a position chosen by the serpent brazier that the serpent brazier can see.



GREATER SERPENT BRAZIER

Large construct, unaligned

Armor Class 17 (natural armor)

Hit Points 100 (10d10 + 45)

Speed 0 ft.

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

Damage Immunities Poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

Condition Immunities Blinded, charmed, deafened, exhausted, frightened, paralyzed, petrified, poisoned

Senses Blindsight 50ft (blind beyond this radius), passive Perception 10

Languages –

Challenge 4 (1,100 XP)

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

Magic Resistance. The serpent brazier has advantage on saving throws against spells and other magical effects.

Magic Weapons. The serpent brazier's weapon attacks are magical.

Vulnerable Heads. The serpent brazier's heads can be targeted separately from the body. They have the same armor class and 20 hit points. When a head is reduced to 0 hit points, it ceases to function. The damage inflicted to a head is also subtracted from the serpent brazier's hit point total.

ACTIONS

Serpent Heads. The serpent brazier uses each of its heads once, on the stated initiative count, choosing a target it can see:

1. Hooded Snake Head (Initiative Count 20): **Acidic Spittle.** Ranged Weapon Attack: +4 to hit, range 50ft, one target. Hit: 7 (2d4 + 2) acid damage.
2. Left Snake Head (Initiative Count 15): **Weakening Ray** Ranged Weapon Attack: +6 to hit, range 50ft, one target. Hit: the target loses all resistances and its speed is halved. Both effects last until the end of the target's next turn.
3. Right Snake Head (Initiative Count 10): **Serpent's Gift** A living ally of the serpent brazier within 50ft regains 3d10 hit points.
4. Lower Front Head (Initiative Count 5): **Baleful Teleportation.** Ranged Weapon Attack: +6 to hit, range 50ft, one target. Hit: 7 (2d4 + 2) force damage and the target must make a DC 14 Charisma saving throw or be teleported up to 30ft to a position chosen by the serpent brazier that the serpent brazier can see.



ENCOUNTER 7: NEW MONSTERS

DOOM GORGON

The great wizard Zaltar studied gorgons for many years, working to develop monstrous beasts that could tear through his foes' armies. A decade ago he constructed his first doom gorgon. Over time he developed different versions, using them as challenges in his terrifying Dungeon of Doom.

Constructed around a skeleton of magically hardened Dwarvenite and binding the soul of a barbarian within, the doom gorgon's eyes flare red with the hate it has for all creatures of flesh. A doom gorgon's first instinct is to charge forward, using its fearsome horns and massive weight to slam into its target and send it sprawling. Advanced versions add the petrifying breath of a regular gorgon and otherwise refine it to be even more deadly.

DOOM GORGON

Large monstrosity, unaligned

Armor Class 16 (natural armor)
Hit Points 96 (8d10 + 52)
Speed 40ft

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	18 (+4)	2 (-4)	12 (+1)	8 (-1)

Skills Perception +4
Damage Immunities poison
Condition Immunities petrified
Senses darkvision 60ft, passive Perception 14
Languages –
Challenge 2 (450 XP)

Charge. If the gorgon moves at least 10ft straight toward a target and then hits it with a gore attack on the same turn, the target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the gorgon can make one attack with its hooves against it as a bonus action.

ACTIONS

Goring Horns. Melee Weapon Attack: +3 to hit, reach 5ft, one target. Hit: 15 (2d10 + 4) piercing damage.

Punishing Hooves. Melee Weapon Attack: +3 to hit, reach 5ft, one target. Hit: 5 (1d6 + 2) bludgeoning damage and the target is pushed 10ft.

GREATER DOOM GORGON

Large monstrosity, unaligned

Armor Class 17 (natural armor)

Hit Points 134 (12d10 + 68)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	19 (+4)	2 (-4)	12 (+1)	8 (-1)

Skills Perception +4

Damage Immunities poison

Condition Immunities petrified

Senses darkvision 60ft, passive Perception 14

Languages –

Challenge 5 (1,800 XP)

Charge. If the gorgon moves at least 10ft straight toward a target and then hits it with a gore attack on the same turn, the target must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is prone, the gorgon can make one attack with its hooves against it as a bonus action.

ACTIONS

Goring Horns. Melee Weapon Attack: +8 to hit, reach 5ft, one target. Hit: 18 (2d12 + 5) piercing damage.

Punishing Hooves. Melee Weapon Attack: +8 to hit, reach 5ft, one target. Hit: 14 (2d8 + 5) bludgeoning damage and the target is pushed 10ft.

Petrifying Breath. (Recharge 5-6): The gorgon exhales petrifying gas in a 30ft cone. Each creature in that area must succeed on a DC 13 Constitution saving throw. On a failed save, a target begins to turn to stone and is restrained. The restrained target must repeat the saving throw at the end of its next turn. On a success, the effect ends on the target. On a failure, the target is petrified until freed by the *greater restoration* spell or other magic.

LEGENDARY DOOM GORGON

Large monstrosity, unaligned

Armor Class 17 (natural armor)

Hit Points 164 (16d10 + 76)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	22 (+6)	2 (-4)	14 (+2)	8 (-1)

Skills Perception +5

Damage Immunities poison

Condition Immunities petrified

Senses darkvision 60ft, passive Perception 15

Languages –

Challenge 7 (2,900 XP)

Charge. If the gorgon moves at least 10ft straight toward a target and then hits it with a gore attack on the same turn, the target must succeed on a DC 17 Strength saving throw or be knocked prone. If the target is prone, the gorgon can make one attack with its hooves against it as a bonus action.

Deadly Blows. The gorgon scores a critical hit on an unmodified attack roll of 19 or 20.

ACTIONS

Goring Horns. Melee Weapon Attack: +9 to hit, reach 5ft, one target. Hit: 28 (3d12 + 9) piercing damage.

Punishing Hooves. Melee Weapon Attack: +9 to hit, reach 5ft, one target. Hit: 20 (2d12 + 7) bludgeoning damage and the target is pushed 10ft.

Petrifying Breath. (Recharge 5-6): The gorgon exhales petrifying poisonous gas in a 30ft cone. Each creature in that area must succeed on a DC 14 Constitution saving throw, taking 22 (4d8 + 2) poison damage on a failed save or half as much on a successful one. On a failed save, a target additionally begins to turn to stone and is restrained. The restrained target must repeat the saving throw at the end of its next turn. On a success, the effect ends on the target. On a failure, the target is petrified until freed by the *greater restoration* spell or other magic.

RUNIC GOLEM

Zaltar developed the Runic Golems to serve as guardians of his treasures. Though weaker than stone golems, Zaltar could create many of them and empower them with arcane magic. The secret ingredient was the addition of a Maereghast soul within the golem, giving it greater will to destroy. Zaltar developed many variations, placing them in his Dungeon of Doom to challenge the greatest adventurers in Mystras.

A Runic Golem is chiseled from Dwarvenite ore and bound in brass, copper, and silver. The metals are strengthened with arcane runes, empowering the golem to direct a beam of eldritch green energy from the palm of its stone hand. The blast consumes a great deal of energy, so the golem can use it only a few times before it must rest and recharge.



RUNIC GOLEM

Large construct, unaligned

Armor Class 15 (natural armor)

Hit Points 49 (3d10 + 33)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	9 (-1)	17 (+3)	3 (-4)	11 (+0)	6 (-2)

Damage Resistances psychic

Damage Immunities poison

Condition Immunities Charmed, paralyzed, petrified, poisoned

Senses Darkvision 60ft, passive Perception 10

Languages Understands the languages of its creator but can't speak

Challenge 1/4 (50 XP)

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

Limited Energy. The golem has four glowing runes on its chest. When a rune is expended, the rune visibly darkens and the golem loses 3 hit points. When the last rune is expended, the green ray attack no longer functions and the AC of the golem is reduced by 1. All charges are restored when the golem takes a short or long rest.

Vulnerable Runes. A creature may specifically target one of the four glowing runes on the golem's chest. When a total of 10 points of damage is done to a rune, that rune becomes expended. Damage done to the rune does not reduce the golem's overall hit points. A rune may also be expended by an adjacent creature spending an action and succeeding at a DC 12 Intelligence (Arcana) check.

ACTIONS

Multiattack. The golem makes two slam attacks.

Slam. Melee Weapon Attack: +3 to hit, reach 5ft, one target. Hit: 3 (1d4 + 1) bludgeoning damage.

Green Ray. Ranged Weapon Attack: +5 to hit, range 45ft, one target. Hit: 7 (2d4 + 2) force damage. This attack consumes a charge and may only be made if the limited energy feature still has charges.

GREATER RUNIC GOLEM

Large construct, unaligned

Armor Class 17 (natural armor)

Hit Points 115 (5d10 + 88)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	19 (+4)	3 (-4)	12 (+1)	8 (-1)

Damage Resistances psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

Damage Immunities poison

Condition Immunities Blinded, charmed, deafened, exhausted, frightened, paralyzed, petrified, poisoned

Senses Darkvision 120ft, passive Perception 11

Languages Understands the languages of its creator but can't speak

Challenge 3 (700 XP)

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

Limited Energy. The golem has four glowing runes on its chest. When a rune is expended, the rune visibly darkens and the golem loses 8 hit points. When the last rune is expended, the green ray attack no longer functions and the AC of the golem is reduced by 1. All charges are restored when the golem takes a short or long rest.

Vulnerable Runes. A creature may specifically target one of the four glowing runes on the golem's chest. When a total of 15 points of damage is done to a rune, that rune becomes expended. Damage done to the rune does not reduce the golem's overall hit points. A rune may also be expended by an adjacent creature spending an action and succeeding at a DC 14 Intelligence (Arcana) check.

ACTIONS

Multiattack. The golem makes two slam attacks.

Slam. Melee Weapon Attack: +4 to hit, reach 5ft, one target. Hit: 11 (2d8 + 2) bludgeoning damage.

Green Ray. Ranged Weapon Attack: +6 to hit, range 45ft, one target. Hit: 24 (3d10 + 8) force damage. This attack consumes a charge and may only be made if the limited energy feature still has charges.

LEGENDARY RUNIC GOLEM

Large construct, unaligned

Armor Class 20 (natural armor)

Hit Points 155 (8d10 + 111)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	20 (+5)	3 (-4)	13 (+1)	8 (-1)

Damage Resistances psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

Damage Immunities poison

Condition Immunities Blinded, charmed, deafened, exhausted, frightened, paralyzed, petrified, poisoned

Senses Blindsight 60ft (blind beyond this radius), passive Perception 11

Languages Understands the languages of its creator but can't speak

Challenge 5 (1,800 XP)

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

Limited Energy. The golem has four glowing runes on its chest. When a rune is expended, the rune visibly darkens and the golem loses 10 hit points. When the

last rune is expended, the green ray attack no longer functions and the AC of the golem is reduced by 2. All charges are restored when the golem takes a short or long rest.

Spell Absorption. If the golem is targeted by a spell of level 1 or higher and the golem makes its saving throw, it regains 1 charge.

Vulnerable Runes. A creature may specifically target one of the four glowing runes on the golem's chest. When a total of 20 points of damage is done to a rune, that rune becomes expended. Damage done to the rune does not reduce the golem's overall hit points. A rune may also be expended by an adjacent creature spending an action and succeeding at a DC 16 Intelligence (Arcana) check.

ACTIONS

Multiattack. The golem makes two slam attacks.

Slam. Melee Weapon Attack: +4 to hit, reach 5ft, one target. Hit: 15 (2d8 + 6) bludgeoning damage.

Green Ray. Ranged Weapon Attack: +8 to hit, range 60ft, one target. Hit: 31 (4d10 + 9) force damage. This attack consumes a charge and may only be made if the limited energy feature still has charges.

LEGENDARY ACTIONS

The golem can take 1 legendary action to make a green ray attack. The legendary action may only be used at the end of another creature's turn. The golem regains its spent legendary action at the start of its turn.

ENCOUNTER 9: NEW MONSTERS

MAEREGHAST

When adventurers die in the Dungeon of Doom, their souls become trapped. Through the dungeon's magic the dead adventurers are reborn as ghostly, twisted versions of their former selves. Their nightmarish forms manifest claws, barbs, or horns, and their skin becomes a translucent purple-blue. A Maereghast's (mare-uh-gast) eyes glow with unholy blue light and its voice is reduced to little more than terrible wails of pain. All prior desires and goals are replaced by a singular purpose: to slay any who enter the dungeon.

The Maereghasts are one of the dungeon's major threats, and also set an important narrative tone for the adventure. These are the tortured undead remains of fallen heroes. The soul of any character who dies in the dungeon will be similarly trapped. This can even happen if a character is resurrected! A portion of any soul sufficient to create a Maereghast is trapped at the moment of death. Thus, resurrected characters could face the grim prospect of having to fight Maereghasts created from their own souls! At a moment of your choice, you can describe the Maereghasts the party faces as having the features of former companions.



MAEREGHAST

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	13 (+1)	10 (+0)	10 (+0)	6 (-2)

Damage Vulnerabilities Radiant

Damage Resistances Cold, necrotic

Damage Immunities Poison

Condition Immunities Charmed, exhausted, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses Darkvision 60ft, passive Perception 10

Languages Understands all languages it knew in life but can utter only incoherent allusions to its former self or curses against Zaltar.

Challenge 1 (200 XP)

Incorporeal Movement. The Maereghast 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.

Reforming Spirit. If damage reduces the Maereghast to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the Maereghast drops to 1 hit point instead and regains 5 hit points at the start of each of its turns. The regeneration ends when it reaches 0 hit points, or if it takes radiant damage

Former Adventurer. Maereghasts retain some of the training they had prior to undeath. Each Maereghast has one of the following types, wearing the spectral armor and weapons and gaining the actions of that type:

WIZARD

Dressed in cloth robes stitched with eldritch symbols.

AC 15. The Maereghast wizard has previously cast *mage armor* and has an AC of 15.

Spellcasting. The Maereghast wizard is a 4th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 11, +3 to hit with spell attacks). The Maereghast typically has the following wizard spells prepared:

Cantrips (at will): *chill touch*, *fire bolt*, *minor illusion*, *shocking grasp*

1st level (4 slots) *burning hands*, *fog cloud*, *mage armor*, *shield*

2nd level (3 slots) *blindness/deafness*, *scorching ray*, *shatter*

Actions For Wizard

Spectral Dagger. Melee Weapon Attack: +3 to hit, reach 5ft, one target. Hit: 3 (1d4 + 1) necrotic damage.

BARBARIAN

Bare-chested with fur-lined breeches and wielding a greataxe, with a sheaf of javelins.

Reckless. At the start of its turn, the Maereghast barbarian can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Actions For Barbarian

Spectral Greataxe. Melee Weapon Attack: +4 to hit, reach 5ft, one target. Hit: 9 (1d12 + 3) necrotic damage.

Spectral Javelin. Ranged Weapon Attack: +4 to hit, range 30/120ft, one target. Hit: 7 (1d6 + 4) necrotic damage.

Bonus Actions For Barbarian

Rage(2/Day). The Maereghast barbarian gains a +2 damage bonus to all melee weapon attacks and gains resistance to bludgeoning, piercing, and slashing damage. The rage ends if the Maereghast barbarian hasn't taken damage or attacked a creature since its last turn.

GREATER MAEREGHAST

Medium undead, chaotic evil

Armor Class 14

Hit Points 45 (6d8 + 18)

Speed 0 ft., fly 30 ft. (hover)

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

Damage Vulnerabilities Radiant

Damage Resistances cold, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities Poison

Condition Immunities Charmed, exhausted, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses Darkvision 60ft, passive Perception 11

Languages Understands all languages it knew in life but can utter only incoherent allusions to its former self or curses against Zaltar.

Challenge 5 (1800 XP)

Incorporeal Movement. The Maereghast 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. **Reforming Spirit.** If damage reduces the Maereghast to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the Maereghast drops to 1 hit point instead and regains 10 hit points at the start of each of its turns. The regeneration ends when it reaches 0 hit points, or if it takes radiant damage.

Former Adventurer. Maereghasts retain some of the training they had prior to undeath. Each Maereghast has one of the following types, wearing the spectral armor and weapons and gaining the actions of that type:

WIZARD

Dressed in cloth robes stitched with eldritch symbols.

AC 15. The Maereghast wizard has previously cast *mage armor* and has an AC of 15.

Spellcasting. The Maereghast wizard is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The Maereghast typically has the following wizard spells prepared:

Cantrips (at will): *chill touch*, *fire bolt*, *minor illusion*, *shocking grasp*

1st level (4 slots) *burning hands*, *fog cloud*, *mage armor*, *shield*

2nd level (3 slots) *blindness/deafness*, *scorching ray*, *shatter*

3rd level (2 slots) *lightning bolt*, *stinking cloud*

Actions For Wizard

Spectral Dagger. Melee Weapon Attack: +4 to hit, reach 5ft, one target. Hit: 5 (1d4 + 3) necrotic damage.

BARBARIAN

Bare-chested with fur-lined breeches and wielding a greataxe, with a sheaf of javelins.

Reckless. At the start of its turn, the Maereghast barbarian can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Aspect of the Wolf. While the Maereghast barbarian is raging, other Maereghasts gain advantage on melee attack rolls against any enemy within 5ft of the barbarian.

Actions For Barbarian

Multiattack. The Maereghast makes two melee attacks or two ranged attacks.

Spectral Greataxe. Melee Weapon Attack: +5 to hit, reach 5ft, one target. Hit: 10 (1d12 + 4) necrotic damage.

Spectral Javelin. Ranged Weapon Attack: +5 to hit, range 30/120ft, one target. Hit: 9 (1d6 + 6) necrotic damage.

Bonus Actions For Barbarian

Rage(3/Day). The Maereghast barbarian gains a +2 damage bonus to all melee weapon attacks and gains resistance to bludgeoning, piercing, and slashing damage. The rage ends if the Maereghast barbarian hasn't taken damage or attacked a creature since its last turn.

MAEREGHAST DOOMWALKER

Medium undead, chaotic evil

Armor Class 14

Hit Points 67 (9d8 + 27)

Speed 0 ft., fly 30 ft. (hover)

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

Damage Vulnerabilities Radiant

Damage Resistances cold, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities Poison

Condition Immunities Charmed, exhausted, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses Darkvision 60ft, passive Perception 11

Languages Understands all languages it knew in life but can utter only incoherent allusions to its former self or curses against Zaltar.

Challenge 5 (1800 XP)

Incorporeal Movement. The Maereghast 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.

Reforming Spirit. If damage reduces the Maereghast to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the Maereghast drops to 1 hit point instead and regains 10 hit points at the start of each of its turns. The regeneration ends when it reaches 0 hit points, or if it takes radiant damage.

Former Adventurer. Maereghasts retain some of the training they had prior to undeath. Each Maereghast has one of the following types, wearing the spectral armor and weapons and gaining the actions of that type:

WIZARD

Dressed in cloth robes stitched with eldritch symbols.

AC 16. The Maereghast wizard has previously cast *mage armor* and has an AC of 16.

Spellcasting. The Maereghast wizard is a 7th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The Maereghast typically has the following wizard spells prepared:

Cantrips (at will): *chill touch*, *fire bolt*, *minor illusion*, *shocking grasp*

1st level (4 slots) *burning hands*, *fog cloud*, *mage armor*, *shield*

2nd level (3 slots) *blindness/deafness*, *scorching ray*, *shatter*

3rd level (2 slots) *lightning bolt*, *stinking cloud*

4th level (2 slots) *phantasmal killer*, *fire shield*

Spectral Dagger. Melee Weapon Attack: +4 to hit, reach 5ft, one target. Hit: 5 (1d4 + 3) necrotic damage.

BARBARIAN

Bare-chested with fur-lined breeches and wielding a great-axe, with a sheaf of javelins.

Reckless. At the start of its turn, the Maereghast barbarian can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Aspect of the Wolf. While the Maereghast barbarian is raging, other Maereghasts gain advantage on melee attack rolls against any enemy within 5ft of the barbarian.

Actions For Barbarian

Multiattack. The Maereghast makes two melee attacks or two ranged attacks.

Spectral Greataxe. Melee Weapon Attack: +7 to hit, reach 5ft, one target. Hit: 11 (1d12 + 5) necrotic damage.

Spectral Javelin. Ranged Weapon Attack: +6 to hit, range 30/120ft, one target. Hit: 10 (1d6 + 7) necrotic damage.

Bonus Actions For Barbarian

Rage(3/Day). The Maereghast barbarian gains a +2 damage bonus to all melee weapon attacks and gains resistance to bludgeoning, piercing, and slashing damage. The rage ends if the Maereghast barbarian hasn't taken damage or attacked a creature since its last turn.

ENCOUNTER 10: NEW MONSTERS

OZRAELINE THE SHE-DEVIL

Ozraeline is a warlock, formerly in service of Sysuul. She was framed by Zaltar and imprisoned in the Menagerie for all eternity. She has been patiently awaiting an adventuring group who will free her.

Ozraeline's main objective is to free Sysuul from her imprisonment. Her secondary objective is to use the Dais of the Dead to break Zaltar's control over the Maereghasts, ideally gaining control over them so they fight him in the final battle.

Ozraeline was once completely loyal to Sysuul, but knows that she is a dangerous mistress. After a century of imprisonment, her faith has begun to slip. While she tries to persuade the PCs to help her, the party could convince her to leave the path of evil and oppose Sysuul.

Becoming a character: If a character dies within the Dungeon of Doom, Ozraeline could become a replacement character. The player can use this stat block to immediately jump into play. After the session, they can roll up an actual character of the same level as the rest of the party, using these statistics as inspiration. When Ozraeline becomes a player character she abandons any agenda contrary to that of the party and willingly becomes a member of the team. Though Ozraeline's pact is currently with Sysuul, as a character she can still oppose her patron!



OZRAELINE THE SHE-DEVIL

Medium humanoid (tiefling), neutral evil

Armor Class 12 (15 with *mage armor*)

Hit Points 75 (10d8 + 30)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	8 (-1)	16 (+3)	11 (+0)	17 (+3)

Damage Resistances Fire, lightning

Senses Darkvision 60ft, passive Perception 10

Languages Common, infernal, telepathy 30ft

Challenge 4 (1,100 XP)

Innate Spellcasting. Ozraeline's innate spellcasting ability is Charisma. She can cast the following spells (spell save DC 15) requiring no material components:

At will: *disguise self*, *mage armor*

1/day: *bane*

Spellcasting. Ozraeline is a 7th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 15, +6 to hit with spell attacks). She regains expended spell slots when she finishes a short or long rest. She knows the following warlock spells:

Cantrips (at will): *chill touch*, *eldritch blast*, *minor illusion*, *thaumaturgy*

1st - 4th level (2 4th level slots): *armor of agathys*, *charm person*, *crown of madness*, *misty step*, *dispel magic*, *blight*, *mirror image*, *shatter*

ACTIONS

Thirsting Blade. Ozraeline makes two eldritch greatsword attacks.

Eldritch Greatsword. Melee Weapon Attack: +6 to hit, reach 5ft, one target. Hit: 12 (2d6 + 5) slashing damage and 3 (1d6) lightning damage.

Pact Blade. Ozraeline summons her pact weapon, a magical greatsword, to her hands. The first time this action is used in an encounter, she may make an *eldritch greatsword* attack.

REACTIONS

Hellish Rebuke (1/Day). When Ozraeline is damaged by a creature within 60ft of her, that creature must make a Dexterity saving throw (DC 13), taking 3d10 fire damage on a failed save, or half as much damage on a successful one.



ENCOUNTER 13: NEW MONSTERS

ABYSSAL VERMILLION

The ancient red dragon Volcamathar achieved renown for the terrible evil she inflicted upon the world of Mystras. Never defeated, her evil grew so great that she instead slipped into the abyss. Once there, she wove a pact with a demon. The results of her trysts with that demon are the abyssal vermillions. When the mood strikes her she sends an abyssal vermillion to Mystras to ensure that the world never forgets her wrath.

An abyssal vermillion is a cunning creature, combining demonic and draconic ancestry. It dwells in areas of intense heat such as volcanoes. Immunity to fire allows it to swim through lava, a tactic it uses to approach foes undetected. It often begins battle with its terrifying roar and then pounces on the surprised foes. Its long tail can be used to push unsuspecting foes into lava or over a precipice. Its spell absorption allows it to neutralize spellcasters, and it enjoys flinging spells back at casters or other more fragile targets who are trying to stay out of melee range.



ABYSSAL VERMILLION

Huge fiend, chaotic evil

Armor Class 16 (natural armor)

Hit Points 140 (11d12 + 69)

Speed 30ft, swim 40ft

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	19 (+4)	10 (+0)	9 (-1)	13 (+1)

Skills Athletics +4, Perception +4, Stealth +4

Damage Immunities fire

Senses Blindsight 30ft, darkvision 120ft, passive Perception 13

Languages Abyssal, common, draconic

Challenge 5 (1,800 XP)

Pounce. If the abyssal vermillion moves at least 20ft straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is knocked prone, the abyssal vermillion can make an attack with its bite against it as a bonus action.

Spell-Reflecting Hide. The abyssal vermillion gains advantage on all saving throws against spells. If the abyssal vermillion succeeds at a saving throw against a spell or is missed by a spell attack, and the spell targets only the abyssal vermillion, the spell is stored within the abyssal vermillion's hide. The abyssal vermillion may later release this energy (see legendary actions); it may only store one spell at a time, however.

ACTIONS

Multiattack. The abyssal vermillion makes two attacks: one with its bite or claw, and one with its tail.

Bite. Melee Weapon Attack: +6 to hit, reach 5ft, one target. Hit: 10 (2d8 + 1) piercing damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained and the abyssal vermillion can't bite another target.

Claw. Melee Weapon Attack: +6 to hit, reach 10ft, one target. Hit: 7 (1d8 + 3) slashing damage.

Tail. Melee Weapon Attack: +5 to hit, reach 15ft, one target. Hit: 6 (1d8 + 2) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone and pushed 10ft in a direction of the abyssal vermillion's choosing.

LEGENDARY ACTIONS

The abyssal vermillion can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The abyssal vermillion regains spent legendary actions at the start of its turn.

Deadly Speed. The abyssal vermillion moves its speed and makes a *claw* attack. This movement doesn't provoke an opportunity attack.

Lava-Oozing Hide. Until the start of the vermillion's next turn, any creature that touches the vermillion or hits it with a melee attack while within 5ft of it takes 4 (1d4 + 2) fire damage.

Release Stored Spell. The abyssal vermillion releases a spell it has stored with *spell-reflecting hide*. The stored spell targets a creature within the range of the spell, as if the abyssal vermillion was the caster. The stored spell uses the spell slot level, spell save DC, attack bonus, and spellcasting ability of the original caster.

Tail Attack. The abyssal vermillion makes a *tail* attack.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the abyssal vermillion takes a lair action to cause one of the following effects; the abyssal vermillion can't use the same effect two rounds in a row:

Bubbling Lava: A bubble of lava emerges from a 5ft square containing lava and explodes. Every creature within 10ft of the chosen lava square must succeed at a DC 14 Dexterity saving throw or take 5 (1d6 + 2) fire damage.

Collapsing walkway: A 10ft square area (or one Dwarven Forge tile) of ground becomes lava. Any creature standing on that section may attempt a DC 14 Strength or Dexterity saving throw to jump to an adjacent tile.

Falling Stalagmite: A stalagmite falls from the ceiling above one creature the abyssal vermillion can see. The creature must succeed on a DC 14 Dexterity saving throw or take 7 (2d4 + 2) bludgeoning damage and be knocked prone.

GREATER ABYSSAL VERMILLION

Huge fiend, chaotic evil

Armor Class 18 (natural armor)

Hit Points 205 (16d12 + 101)

Speed 40ft, climb 40ft, swim 30ft

STR	DEX	CON	INT	WIS	CHA
24(+7)	18(+4)	21(+5)	12(+1)	10(+0)	14(+2)

Skills Athletics +8, Perception +4, Stealth +8

Damage Immunities fire

Senses Blindsight 30ft, darkvision 120ft, passive Perception 14

Languages Abyssal, common, draconic

Challenge 10 (5,900 XP)

Legendary Spell Resistance (3/day). If the abyssal vermillion fails a saving throw against a spell, it succeeds instead. When under the effects of a spell that has no saving throw, the abyssal vermillion may expend two uses of legendary resistance to end the spell.

Magic Weapons. The abyssal vermillion's weapon attacks are magical.

Pounce. If the abyssal vermillion moves at least 20ft straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is knocked prone, the abyssal vermillion can make an attack with its bite against it as a bonus action.

Spell-Reflecting Hide. The abyssal vermillion gains advantage on all saving throws against spells. If the abyssal vermillion succeeds at a saving throw against a spell or is missed by a spell attack, and the spell targets only the abyssal vermillion, the spell is stored within the abyssal vermillion's hide. The abyssal vermillion may later release this energy (see legendary actions); it may only store one spell at a time, however.

ACTIONS

Multiattack. The abyssal vermillion makes three attacks: one with its bite, one with its claw, and one with its tail.

Bite. Melee Weapon Attack: +7 to hit, reach 5ft, one target. Hit: 20 (4d8 + 2) piercing damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained and the abyssal vermillion can't bite another target.

Claw. Melee Weapon Attack: +7 to hit, reach 10ft, one target. Hit: 14 (2d8 + 5) slashing damage.

Tail. +6 to hit, reach 15ft, one target. Hit: 12 (2d8 + 3) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone and pushed 10ft in a direction of the abyssal vermillion's choosing.

LEGENDARY ACTIONS

The abyssal vermillion can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The abyssal vermillion regains spent legendary actions at the start of its turn.

Deadly Speed. The abyssal vermillion moves its speed and makes a *claw* attack. This movement doesn't provoke an opportunity attack.

Flurry of Claws (Costs 2 actions). The abyssal vermillion unleashes a flurry of claw attacks. Each creature within 10ft of the abyssal vermillion must succeed on a DC 14 Dexterity saving throw or take 14 (2d8 + 5) slashing damage and be knocked prone.

Lava-Oozing Hide. Until the start of the vermillion's next turn, any creature that touches the vermillion or hits it with a melee attack while within 5ft of it takes 7 (2d6) fire damage.

Release Stored Spell. The abyssal vermillion releases a spell it has stored with *spell-reflecting hide*. The stored spell targets a creature within the range of the spell, as if the abyssal vermillion was the caster. The stored spell uses the spell slot level, spell save DC, attack bonus, and spellcasting ability of the original caster.

Tail Attack. The abyssal vermillion makes a *tail* attack.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the abyssal vermillion takes a lair action to cause one of the following effects; the abyssal vermillion can't use the same effect two rounds in a row:

Bubbling Lava: A bubble of lava emerges from a 5ft square containing lava and explodes. Creatures within 10ft of the chosen lava square take 7 (2d6) fire damage.

Collapsing walkway: A 10ft square area (or one Dwarven Forge tile) of ground becomes lava. Any creature standing on that section may attempt a DC 14 Strength saving throw to jump to an adjacent tile.

Falling Stalagmite: A stalagmite falls from the ceiling above one creature the abyssal vermillion can see. The creature must succeed on a DC 15 Dexterity saving throw or take 12 (2d6 + 5) bludgeoning damage and be knocked prone.



ENCOUNTER 14: NEW MONSTERS

KHRI

The khri are a malevolent insectoid race driven to conquer and colonize all other sentient beings. They dwell in labyrinthine underground burrows of their own making, but will range far from these home bases both above and below ground to scout, gather resources, and attack other creatures. In Mythras they have appeared in the Forest of Thorns, where they are rapidly expanding their territory, threatening the boundaries of the Kingdom of Valoria.

Uncanny Origins: The origins of the khri lie in a dark pact between the scorpion-goddess Serkheth and the demon lord Xishri, whose plane of the Abyss crawls with arthropod horrors. The two planned to invade the world of Mythras with a fearsome army, and together they bred the khri in the Abyssal pits, combining the most fearsome aspects of many noxious creatures and imbuing them with demonic cunning. But when Serkheth and Xishri quarreled on the eve of the invasion, their foul spawn escaped their control and poured forth into Mythras intent on creating empires of their own.

The khri's supernatural origins can be seen not only in their monstrous appearance but also in their effect on their surroundings: their secretions tend to warp and sicken nearby plant life, causing vines to branch into grasping tendrils and trees and shrubs to sprout countless vicious thorns.

Hives of Horrors: Khri society is strictly hierarchical, each swarm governed by a single fearsome queen who rules with absolute authority, directing the actions of the lesser castes: reavers, brood thralls, swarmlings, and the various minions that are captured and assimilated as hosts. To the Khri, any sentient non-Khri is an enemy to be overcome and destroyed or subjugated.

Capture by the Khri is a terrifying fate; prisoners are typically kept in dark chambers reeking of death, where they are tangled in webs, prodded and stung, and sometimes fiercely interrogated or even forced to fight amongst themselves as the Khri decide which among them should be killed and eaten and which should be assimilated. The latter are implanted with a special kind of Khri egg that rapidly hatches and invades its new host, turning the victim into a symbiote-host. Such symbiotes are marked by a chitinous extension of the spine and skull that grants them certain enhanced abilities, but renders them virtually incapable of resisting Khri authority. On rare occasions a Khri queen also creates purely psychic symbiotes that are physically unchanged but nonetheless held in thrall to her will.



KHRI SWARMLING

Medium monstrosity, lawful evil

Armor Class 15 (natural armor)

Hit Points 13 (2d8 + 4)

Speed 30ft, climb 30ft, burrow 10ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	14 (+2)	6 (-2)	9 (-1)	9 (-1)

Skills Stealth +2

Damage Vulnerabilities psychic

Damage Resistances acid, poison

Senses darkvision 60ft, tremorsense 30ft, passive perception 13

Languages Khri

Challenge 1/4 (50 XP)

Tunneler. The khri can burrow through solid rock at half its burrowing speed and leaves a 5ft-diameter tunnel in its wake.

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

Web Walker. The khri ignores movement restrictions caused by webbing.

ACTIONS

Claw. Melee Weapon Attack: +2 to hit, reach 5ft, one target. Hit: 4 (1d4 + 2) bludgeoning damage.

Caustic Spray (Recharge 6). The khri spews caustic stomach enzymes in a 20ft cone. Each creature in that area that is not a khri must make a DC 13 Constitution saving throw, taking 5 (2d4) acid damage on a failed save, or half as much on a successful one.

KHRI BROOD THRALL

Medium monstrosity, lawful evil

Armor Class 14 (natural armor)

Hit Points 39 (6d10 + 6)

Speed 40ft, climb 30ft

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

Saving Throws Cha +2

Skills Intimidation +2

Damage Vulnerabilities psychic

Damage Resistances acid, poison

Condition Immunities Paralyzed, prone

Senses Darkvision 60ft, tremorsense 30ft, passive perception 13

Languages Khri

Challenge 2 (450 XP)

Limited Telepathy. Using telepathy, the khri can magically communicate with any other khri within 60ft of it (including symbiote-slaves).

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

Web Walker. The khri ignores movement restrictions caused by webbing.

ACTIONS

Dangerous When Cornered: the Khri may make two attacks against different adjacent foes: one with its stinging lash and one with its tail.

Stinging Lash. Melee Weapon Attack: +3 to hit, range 10ft, one target. Hit: 4 (1d4+2) bludgeoning damage, and the target must make a DC 13 Constitution saving throw. On a failed save the target takes 5 (2d4) poison damage and is poisoned for one round. A successful save results in half that damage, and the target is not poisoned.

Tail. Melee Weapon Attack: +2 to hit, reach 5ft, one target. Hit: 7 (1d8 + 2) bludgeoning damage.

Command Pheromone (Recharges after a short rest.)

As a bonus action, the khri can emit a cloud of command pheromones in a 35ft sphere centered on itself. Every creature other than khri within that area must make a DC 14 Constitution saving throw. Khri symbiotes automatically fail; all other creatures have advantage on this roll. Creatures that fail are subject to the effects of a suggestion spell, delivered telepathically by the Khri, with a duration of 30 minutes. Non-symbiotes under this effect may repeat this saving throw at the end of any turn during which they take damage.

Web (Recharge 5-6). Ranged Weapon Attack: +4 to hit, range 30/60ft, one target. The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. Alternately, the webbing can target a patch of ground 5ft by 10ft (2 squares). A creature in or moving through the web must make a DC 13/15/17 Dexterity saving throw. On a failure, the creature becomes restrained by the webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning,



KHRI REAVER

Large monstrosity, lawful evil

Armor Class 16 (natural armor)

Hit Points 102 (12d10 + 48)

Speed 30ft, climb 30ft, burrow 10ft

STR	DEX	CON	INT	WIS	CHA
21 (+5)	16 (+3)	18 (+4)	9 (-1)	10 (+0)	10 (+0)

Saving Throws Cha +3

Skills Athletics +3, Intimidation +6, Stealth +3

Damage Vulnerabilities psychic

Damage Resistances acid, poison

Condition Immunities Paralyzed, prone

Senses Darkvision 60ft, tremorsense 30ft, passive perception 13

Languages Khri

Challenge 5 (1,800 XP)

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

Web Walker. The khri ignores movement restrictions caused by webbing.

ACTIONS

Multiattack: the Khri makes two attacks: two claw attacks or one claw attack and one stinger attack.

Claw Blade. Melee Weapon Attack: +7 to hit, reach 10ft, one target. Hit: 18 (2d12 + 5) slashing damage.

Stinger. Melee Weapon Attack: +7 to hit, reach 10ft, one target. Hit: 12 (2d6 + 5) piercing damage and the target must make a DC 15 Constitution saving throw or be poisoned for one minute. The poisoned target is paralyzed, and it can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Caustic Spit. Ranged Weapon Attack: +6 to hit, range 30/60ft; one target. Hit: The target must make a DC 15 Constitution saving throw, taking 30 (6d6 + 9) acid damage on a failed save, or half as much on a successful one.

Caustic Spray (Recharge 6). Ranged Weapon Attack: +6 to hit, range 30/60ft; one target. Hit: The target must make a DC 15 Constitution saving throw, taking 30 (6d6 + 9) acid damage on a failed save, or half as much on a successful one.



KHRI ROYAL REAVER

Large monstrosity, lawful evil

Armor Class 17 (natural armor)

Hit Points 119 (14d10 + 56)

Speed 50ft, climb 30ft, burrow 20ft

STR	DEX	CON	INT	WIS	CHA
23 (+6)	17 (+3)	19 (+4)	14 (+2)	14 (+2)	12 (+1)

Saving Throws Cha +5

Skills Athletics +3, Intimidation +6, Stealth +3

Damage Vulnerabilities psychic

Damage Resistances acid, poison

Condition Immunities Paralyzed, prone

Senses Darkvision 60ft, tremorsense 60ft, passive perception 13

Languages Khri

Challenge 7 (2,900 XP)

Limited Telepathy. Using telepathy, the khri can magically communicate with any other khri within 60ft of it (including symbiote-slaves). The khri can also convey rudimentary ideas to creatures who are not khri.

Tunneler. The khri can burrow through solid rock at 1/2 burrowing speed and leaves a 5ft-diameter tunnel in its wake.

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

Web Walker. The khri ignores movement restrictions caused by webbing.

ACTIONS

Multiattack: the Khri makes two attacks: two claw attacks or one claw attack and one stinger attack.

Claw Blade. Melee Weapon Attack: +10 to hit, reach 10ft, one target. Hit: 21 (2d12 + 8) slashing damage.

Stinger. Melee Weapon Attack: +8 to hit, reach 10ft, one target. Hit: 13 (2d6 + 6) piercing damage and the target must make a DC 16 Constitution saving throw or be poisoned for one minute. The poisoned target is paralyzed, and it can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Caustic Spit. Ranged Weapon Attack: +7 to hit, range 30/60ft; one target. Hit: The target must make a DC 15 Constitution saving throw, taking 39 (8d6 + 11) acid damage on a failed save, or half as much on a successful one.

Caustic Spray (Recharge 6). The khri spews caustic stomach enzymes in a 30ft cone. Each creature in that area that is not a khri must make a DC 15 Constitution saving throw, taking 45 (10d8) acid damage on a failed save, or half as much on a successful one.

Command Pheromone (Recharge 6). As a bonus action, the khri can emit a cloud of command pheromones in a 35ft sphere centered on itself. Every creature other than khri within that area must make a DC 15 Constitution saving throw. Khri symbiotes automatically fail; all other creatures have advantage on this roll. Creatures that fail are subject to the effects of a suggestion spell, delivered telepathically by the Khri, with a duration of 30 minutes. Non-symbiotes under this effect may repeat this saving throw at the end of any turn during which they take damage.

Metamorphosis Pheromone (Recharge 6): As a bonus action, the khri can spray a 30' cone of pheromones that will trigger all symbiotes within that area to mature. Any zymbiote so affected must make a DC 18 Constitution saving throw at the end of every turn until it fails or the effect ends. A creature failing the saving throw is reduced to 0 hit points. One hour later, the symbiote dies and a khri swarming emerges from its husk. A greater restoration spell postpones the symbiote's death for one day. If the spell is cast on the symbiote every day for ten days, the effect ends and the victim recovers, with a permanent loss of 2 points of Strength and Constitution, and 1 point of Charisma.



SYMBIOTIC HOST (CREATURE TEMPLATE)

Becoming a Symbiotic Host: A symbiotic host is a creature implanted with a khri egg. Upon first being implanted, the creature takes 1d8 piercing damage. Beginning one hour after implantation, the creature is unable to take any action that would directly harm a khri without succeeding at a DC 16 Wisdom check.

On each successive day, the implanted creature will take twice as much damage, cumulatively (2d8 the second day, 4d8 the third day, etc.). When this damage finally reduces the victim to 0 hit points, however, the result is not death, but a three-day coma.

At the end of the coma the egg hatches and a larval khri emerges within the body of the victim, attaching itself to the victim's spine. The victim wakes from the coma with full original hit points as a Khri symbiote and immediately transforms. A chitinous extension visibly extends from the victim's spine, connecting chitinous plates to the victim's skull and limbs. The victim also grows two new chitinous limbs ending in sharp claws. The symbiotic host gains the following changes to its statistics:

- +2 Strength, +1 Constitution, -1 Charisma. The creature gains a +1 to attacks and damage and one hit die worth of hit points as part of this change.
- Speed: burrow, 10ft
- The creature gains a multiattack action to attack twice with a melee weapon attack. If it already

has a multiattack action, it gains one additional melee weapon attack as part of that action.

- Disadvantage on all saving throws against khri (including khri attacks or skill checks)
- The CR of the creature increases by 1.

Metamorphosis Pheromone. All Khri symbiotes are susceptible to the metamorphic pheromone that Khri Queens and royal reavers can emit. This pheromone triggers the parasitic Khri on the symbiote's spine to immediately mature into a full grown khri, a process that rapidly kills the host. This is the ultimate punishment, a perpetual threat that keeps the Khri hosts obedient.

Leaving the Hive. Should a symbiotic host try to leave the hive, the khri larva will sense the lack of other khri. After a week away from the hive, any symbiote must make a DC 16 Constitution saving throw or fall into a torpor (treat as level 3 exhaustion), which will last for one week, after which the victim drops into a coma and dies after 1 hour, a khri swarming emerging from its husk.

Curing the Symbiosis: A symbiotic host, whether in the implantation or symbiosis stage, can have the egg cut away, at the cost of suffering 2d8 damage for each day the egg has been implanted. Alternately, a lesser restoration spell will cause the egg to drop off, causing only 1d4 damage per day it has been attached. Once an individual has become a full symbiote, however, only a greater restoration spell can cure the condition if it is cast every day for ten successive days. After this process the victim is no longer a symbiotic host. All changes to its statistics are lost, including previous attribute changes. However, the trauma to the victim's

Assimilated Minions:

The Moldwyr were once a race of inoffensive free-living creatures that built small underground communities at the forest's edge. Powerfully built, but shy and stealthy, these mole-folk kept to themselves, tending their worm-farms and fungus-gardens; they were largely unknown to other peoples. But to their great misfortune they came to the attention of the Khri. Perceiving that these sturdy burrowers would make ideal minions, the insectoids conquered and enslaved the Moldwyr, rounding them up relentlessly until there were none remaining beyond the reach of the great hive colonies.

Now, after many generations of servitude, the Moldwyr have become sad symbiotic underlings of the Khri, for whom they perform many of the menial tasks of the hive. They are vigilantly watched over at all times by Khri brood thrall, who cull the weaker of their young for food and ensure that the rest are implanted with parasitic eggs before they are old enough to survive should they flee into the wilderness.

Unwilling Servants:

The Moldwyr hate the Khri, but they know full well that any hint of rebellion can bring instant death if the symbiotes attached to their spines are triggered to mature; thus they are extremely reluctant to cross their masters. Their behavior toward non-Khri creatures will vary considerably among individuals. Some will flee or hide from any outside contact, others will spy or threaten to curry favor with the hive. Many, however, will act contrary to the hive's interest in a passive way, if they believe they can do so undetected. For example, they won't necessarily report intruders or other threats to the hive; they might even share information with prisoners or enemies of the Khri. They will, however, attack other creatures immediately if commanded to do so by their masters.

A Moldwyr who is somehow rescued from Khri servitude will be incredibly grateful to his or her savior, but might struggle to exist in the world beyond the hive.

EXAMPLE SYMBIOTIC HOST- MOLDWYR KHRI SYMBIOTIC HOST

Medium humanoid, neutral

Armor Class 12

Hit Points 19 (3d8+6)

Speed 30ft, burrow 30ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	6 (-2)	10 (+0)	7 (-2)

Skills Athletics +5, Stealth +3

Senses blindsight 30ft (blind beyond a 10ft radius in bright light), passive Perception 10

Languages Khri (limited)

Challenge 1/2 (100 XP)

Khri Symbiote. All adult Moldwyr are implanted with a Khri symbiote. They are subject to all the symbiote effects listed in the Khri description.

Wary Tunneler. The Moldwyr has advantage on Dexterity (Stealth) checks made to hide in underground terrain.

Sunlight Sensitivity. The Moldwyr has disadvantage on Wisdom (Perception) checks made in direct sunlight or day-bright light.

ACTIONS

Multiattack. Due to its extra limbs, the moldwyr may make two claw attacks.

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



ENCOUNTER 15: *NEW MONSTERS*

ANDRONICUS

Andronicus was a noble paladin who commanded a holy order known as the Bright Swords. He attempted to slay Zaltar and destroy the Dungeon of Doom, but was defeated by Sysuul. The helpless paladin was then subjected to terrible rituals and transformed into the first of Sysuul's spectral soldiers – the Maereghasts.



ANDRONICUS, THE LESSENERED

Medium undead, lawful evil

Armor Class 14 (natural armor)

Hit Points 75 (6d12 + 36)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	12 (+1)	14 (+2)	16 (+3)

Skills Athletics +6, Perception +5

Damage Vulnerabilities radiant

Damage Resistances cold, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 16

Languages abyssal, celestial, common.

Challenge 3 (700 XP)

Faithless. Andronicus has resistance against any effect that turns undead.

Incorporeal Movement. Andronicus can move through other creatures and objects as if they were difficult terrain. He takes 5 (1d10) force damage if he ends his turn inside an object.

Magic Resistance Andronicus has advantage on saving throws against spells and other magical effects.

Vestiges of a Paladin's Beauty. The first time a creature strikes Andronicus in battle, the creature must succeed at a DC 12 Charisma saving throw or become charmed by Andronicus. A charmed creature may repeat the saving throw at the start of each of its turns, ending the effect on a success.

ACTIONS

Multiattack. Andronicus makes two attacks with spectral blade.

Spectral Blade. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Hit: 6 (1d8 + 2) slashing damage plus 6 (1d8 + 2) necrotic damage and the target is frightened until the target deals damage to Andronicus.

Challenge of Battle (Recharge 5-6). Each creature of Andronicus' choice that is within 50 feet of him and can see or hear him must succeed on a DC 14 Charisma saving throw. On a failure, the target becomes bound in challenge. At the end of each of its turns, a creature bound in challenge takes 12 (1d10 + 7) psychic damage if it did not make a melee attack against Andronicus during its turn. After determining whether it took this damage, a creature bound in challenge may repeat the saving throw, ending the effect on a success.

ANDRONICUS, THE WEAKENED

Medium undead, lawful evil

Armor Class 16 (natural armor)

Hit Points 130 (10d12 + 65)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	18 (+4)	12 (+1)	14 (+2)	18 (+4)

Skills Athletics +8, Perception +6

Damage Vulnerabilities radiant

Damage Resistances cold, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 16

Languages abyssal, celestial, common.

Challenge 9 (5,000 XP)

Faithless. Andronicus has resistance against any effect that turns undead.

Incorporeal Movement. Andronicus can move through other creatures and objects as if they were difficult terrain. He takes 5 (1d10) force damage if he ends his turn inside an object.

Magic Resistance Andronicus has advantage on saving throws against spells and other magical effects.

Vestiges of a Paladin's Beauty. The first time a creature strikes Andronicus in battle, the creature must succeed at a DC 14 Charisma saving throw or become charmed by Andronicus. A charmed creature may repeat the saving throw at the start of each of its turns, ending the effect on a success.

ACTIONS

Multiattack. Andronicus makes two attacks with spectral blade.

Spectral Blade. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 8 (2d6 + 1) slashing damage plus 8 (2d6 + 1) necrotic damage and the target is frightened until the target deals damage to Andronicus.

Challenge of Battle (Recharge 5-6). Each creature of Andronicus' choice that is within 50 feet of him and can see or hear him must succeed on a DC 16 Charisma saving throw. On a failure, the target becomes bound in challenge. At the end of each of its turns, a creature bound in challenge takes 16 (2d10 + 5) psychic damage if it did not make a melee attack against Andronicus during its turn. After determining whether it took this damage, a creature bound in challenge may repeat the saving throw, ending the effect on a success.

ANDRONICUS

Medium undead, lawful evil

Armor Class 17 (natural armor)

Hit Points 175 (10d12 + 110)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	19 (+4)	12 (+1)	14 (+2)	19 (+4)

Skills Athletics +9, Perception +6

Damage Vulnerabilities radiant

Damage Resistances cold, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 16

Languages abyssal, celestial, common.

Challenge 12 (8,400 XP)

Faithless. Andronicus has resistance against any effect that turns undead.

Incorporeal Movement. Andronicus can move through other creatures and objects as if they were difficult terrain. He takes 5 (1d10) force damage if he ends his turn inside an object.

Magic Resistance Andronicus has advantage on saving throws against spells and other magical effects.

Vestiges of a Paladin's Beauty. The first time a creature strikes Andronicus in battle, the creature must succeed at a DC 16 Charisma saving throw or become charmed by Andronicus. A charmed creature may repeat the saving throw at the start of each of its turns, ending the effect on a success.

ACTIONS

Multiattack. Andronicus makes two attacks with spectral blade.

Spectral Blade. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 10 (2d8 + 1) slashing damage plus 10 (2d8 + 1) necrotic damage and the target is frightened until the target deals damage to Andronicus.

Challenge of Battle (Recharge 5-6). Each creature of Andronicus' choice that is within 50 feet of him and can see or hear him must succeed on a DC 18 Charisma saving throw. On a failure, the target becomes bound in challenge. At the end of each of its turns, a creature bound in challenge takes 20 (3d10 + 4) psychic damage if it did not make a melee attack against Andronicus during its turn. After determining whether it took this damage, a creature bound in challenge may repeat the saving throw, ending the effect on a success.





KING COBRA

When Sysuul defeated her foes, she transformed their greatest warriors into the fearsome king cobras. She imbued them with the ability to turn to stone, so that they could serve her for all eternity. They serve as guardians of her shrine, waiting to defend their master should intruders breach her sanctum.

A king cobra in stone form is indistinguishable from a statue. When it enters combat it sprays a horrid mix of fire and poison, and as its foes burn the king cobra tears into them with vicious bites. King cobras wear a crown, representing the control Sysuul exercises over them. They can temporarily cause the crown to appear on opponents, forcing those poor creatures to serve Sysuul as well.



KING COBRA

Large monstrosity, neutral evil

Armor Class 13 (natural armor)

Hit Points 85 (10d8 + 40)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	13 (+1)	7 (-2)	10 (+0)	12 (+1)

Damage Immunities Fire, poison

Senses Darkvision 60ft, passive Perception 10

Languages Understands common but can't speak

Challenge 1 (200 XP)

False Appearance. While the king cobra remains motionless, it is indistinguishable from an inanimate statue.

ACTIONS

Bite. Melee Weapon Attack: +3 to hit, reach 5ft, one target. Hit: 6 (1d6 + 3) piercing damage plus 8 (1d8 + 4) poison damage.

Fiery Venom (Recharge 6). The king cobra spits its venom in a 30ft cone. Each creature in the cone must make a DC 13 Constitution saving throw, taking 6 (2d4 + 1) poison damage plus 4 (1d4 + 2) fire damage on a failed save, or half as much damage on a successful one.

Crown of Sysuul. The king cobra chooses a creature it can see within 60ft of it. The creature must make a DC 13 Wisdom saving throw. On a failure, the king cobra's crown disappears, appearing on the target's head, and the target is charmed by the king cobra. At the start of each of the target's turns, the target must use its action to make a melee attack against a creature other than itself that the king cobra chooses. The target can act normally if no creatures are within its reach. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success. Until this effect ends, the king cobra cannot use this action on another target.

JADE KING COBRA

Large monstrosity, neutral evil

Armor Class 14 (natural armor)

Hit Points 112 (12d8 + 58)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	14 (+2)	7 (-2)	10 (+0)	14 (+2)

Damage Immunities Fire, poison

Senses Darkvision 60ft, passive Perception 10

Languages Understands common but can't speak

Challenge 3 (700 XP)

False Appearance. While the king cobra remains motionless, it is indistinguishable from an inanimate statue.

ACTIONS

Bite. Melee Weapon Attack: +4 to hit, reach 5ft, one target. Hit: 8 (1d6 + 5) piercing damage plus 10 (1d8 + 6) poison damage.

Fiery Venom (Recharge 5-6). The king cobra spits its venom in a 30ft cone. Each creature in the cone must make a DC 14 Constitution saving throw, taking 6 (2d4 + 1) poison damage and 7 (2d4 + 2) fire damage on a failed save, or half as much damage on a successful one.

Crown of Sysuul. The king cobra chooses a creature it can see within 60ft of it. The creature must make a DC 14 Wisdom saving throw. On a failure, the king cobra's crown disappears, appearing on the target's head, and the target is charmed by the king cobra. At the start of each of the target's turns, the target must use its action to make a melee attack against a creature other than itself that the king cobra chooses. The target can act normally if no creatures are within its reach. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success. Until this effect ends, the king cobra cannot use this action on another target.

GREATER JADE KING COBRA

Large monstrosity, neutral evil

Armor Class 15 (natural armor)

Hit Points 132 (12d10 + 66)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	15 (+2)	9 (-1)	10 (+0)	16 (+3)

Damage Immunities Fire, poison

Senses Darkvision 60ft, passive Perception 10

Languages Understands common but can't speak

Challenge 6 (2,300 XP)

False Appearance. While the king cobra remains motionless, it is indistinguishable from an inanimate statue.

ACTIONS

Bite. Melee Weapon Attack: +4 to hit, reach 5ft, one target. Hit: 16 (3d6 + 6) piercing damage plus 24 (3d8 + 11) poison damage.

Fiery Venom (Recharge 4-6). The king cobra spits its venom in a 30ft cone. Each creature in the cone must make a DC 15 Constitution saving throw, taking 12 (2d8 + 3) poison damage and 10 (2d6 + 3) fire damage on a failed save, or half as much damage on a successful one.

Crown of Sysuul. The king cobra chooses a creature it can see within 60ft of it. The creature must make a DC 15 Wisdom saving throw. On a failure, the king cobra's crown disappears, appearing on the target's head, and the target is charmed by the king cobra. At the start of each of the target's turns, the target must use its action to make a melee attack against a creature other than itself that the king cobra chooses. The target can act normally if no creatures are within its reach. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success. Until this effect ends, the king cobra cannot use this action on another target.

SYSUUL

The terrible goddess Sysuul was once a mortal, though her exact origins are lost to history. Even her original form is unknown, though some tales suggest she was human and others that she was elven and a traitor to her kind.

As a mortal, Sysuul was a sorceress of great power, bending both magic and living creatures to her will. With the aid of Zaltar she built the structure that would become the Dungeon of Doom. At first it seemed that its purpose was to be a lair for them where they could build strength and discover the secrets of magic. Sysuul's studies and experiments resulted in the Dais of the Dead, a powerful altar that could harness the power of a dying soul, binding the spirit into service while empowering a mortal's form. With this knowledge, Sysuul built a new altar, this one powerful enough to transform herself into a goddess. Her transformation was inspired by the snakes she used as her sigil. Her skin was covered in thick scales as her body grew long and sinuous. Three great snake heads replaced her original one, and her strength increased to far beyond that of any mortal. Her magic, too, became more powerful than ever, allowing her to conjure eldritch flame with a flicker of thought. Her moment of triumph was at hand!

Or so she thought. Zaltar had realized her intentions and prepared a magical trap. At the moment that she transformed, the altar's magic drew her to it, imprisoning her within her own idol. From that day forward, the souls drained by the altar fueled her prison. Zaltar expanded the dungeon, creating the Dungeon of Doom to test adventurers. If they failed, they powered Sysuul's prison. If they succeeded, they might have the power to destroy Sysuul once and for all.

Being imprisoned has weakened Sysuul. She lusts for vengeance. Should she break free, she will destroy those who released her and exact her vengeance on Zaltar. All of Mythras will be brought to its knees to beg forgiveness!



SYSUUL - BOUND

Huge monstrosity, unaligned

Armor Class 16 (natural armor)

Hit Points 142 (12d12 + 64)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
24(+7)	18(+4)	15(+2)	19(+4)	14(+2)	19(+4)

Skills Athletics +10, Perception +5

Damage Immunities Fire

Senses Darkvision 120 ft., passive Perception 15

Languages Abyssal, common, draconic

Challenge 5 (1,800 XP)

Innate spellcasting. Sysuul's innate spellcasting ability is Charisma (DC 15). She can innately cast the following spells, requiring no material components:

1/day: burning hands (as a 2nd-level spell)

Legendary Resistance (1/Day). If Sysuul fails a saving throw, she can choose to succeed instead.

Magic Resistance. Sysuul has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. Sysuul makes three attacks: two with her bite or scimitar, and one with either constrict or hurl flame.

Bite. Melee Weapon Attack: +8 to hit, reach 5ft, one target. Hit: 12 (2d8 + 3) piercing damage and 15 (2d8 + 6) poison damage.

Scimitar. Melee Weapon Attack: +8 to hit, reach 10ft, one target. Hit: 18 (3d8 + 5) slashing damage. This weapon scores a critical hit on an unmodified attack roll of 19-20. On an unmodified roll of 20, the target takes double damage and loses a limb (target's choice of which limb).

Constrict. Melee Weapon Attack: +8 to hit, reach 10ft, one target. Hit: 16 (2d8 + 7) bludgeoning damage, and the target is grappled (escape DC 17) When Sysuul moves, she may move the grappled character with her. Until this grapple ends, the target is restrained, and Sysuul can't constrict another target.

Hurl Flame. Sysuul chooses a point she can see within 40ft. Each creature in a 10ft-radius must make a DC 16 Dexterity saving throw. A target takes 17 (4d6 + 3) fire damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

Sysuul can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Sysuul regains spent legendary actions at the start of her turn.

Sinuuous Escape. Sysuul moves her speed. This movement doesn't provoke opportunity attacks.

Fiery Rebuke. Sysuul makes a Hurl Flame attack. She must target a creature that has damaged her during its turn.

Summon the Unfaithful. Sysuul chooses a creature she can see. The target must make a DC 17 Wisdom saving throw. On a failure, the target is teleported to a point of Sysuul's choosing located on the forsaken dais.

Ruby Necklace. Sysuul touches her ruby necklace and it begins to glow brightly. At the start of her next turn, she casts an innate spell of her choosing without spending an action. The necklace has AC 14 and if it takes more than 30 points of damage, the spell is lost and cannot be cast. The ruby necklace can still be used on future turns, as long as Sysuul has the necklace and remaining innate spell uses.

Fling. Sysuul throws a target she has grappled up to 30ft to a point she can see. If Sysuul chooses a point above a snake pit, the target may make a DC 15 Strength (Athletics or Acrobatics) check. On a success, the target lands prone at the edge of the pit. On a failure the target falls into the pit.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Sysuul takes a lair action to cause her two braziers to each activate one of the following effects, or one of the golden cobra heads to activate the ability below; Sysuul can't use the same effect from the same brazier two rounds in a row. The braziers can be attacked and destroyed (AC 17, 100 hit points, immune to psychic damage and all conditions; each head can be targeted separately and disabled if it suffers 20 points of damage)

Serpent Brazier's Hooded Snake Head: The serpent brazier makes the following attack: **Acidic Spittle.** Ranged Weapon Attack: +8 to hit, range 50ft, one target. Hit: 10 (2d4 + 5) acid damage.

Serpent Brazier's Left or Right Snake Head: The serpent brazier makes the following attack: **Weakening Ray.** Ranged Weapon Attack: +8 to hit, range 50ft, one target. Hit: the target loses all resistances and their speed is halved. Both effects last until the end of their next turn.

Serpent Brazier's Lower Front Head: The serpent brazier uses a **Green Healing Ray** on Sysuul and she regenerates 30 hit points.

Golden Cobra Heads: A head casts **suggestion** (DC 15) against a target it can see within 30ft, suggesting to the target that they take cover from the battle by climbing into one of the pits.

SYSUUL - AWAKENING

Huge monstrosity, unaligned

Armor Class 17 (natural armor)

Hit Points 196 (14d12 + 105)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
25 (+7)	18 (+4)	15 (+2)	19 (+4)	14 (+2)	20 (+5)

Skills Athletics +11, Perception +6

Damage Immunities Fire

Senses Darkvision 120 ft., passive Perception 16

Languages Abyssal, common, draconic

Challenge 9 (5,000 XP)

Innate spellcasting. Sysuul's innate spellcasting ability is Charisma (DC 16). She can innately cast the following spells, requiring no material components:

2/day each: *burning hands* (as a 3rd-level spell), *stinking cloud*

Legendary Resistance (3/Day). If Sysuul fails a saving throw, she can choose to succeed instead.

Magic Resistance. Sysuul has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. Sysuul makes three attacks: two with her bite or scimitar, and one with either constrict or hurl flame.

Bite. Melee Weapon Attack: +7 to hit, reach 5ft, one target. Hit: 12 (2d8 + 3) piercing damage and 15 (2d8 + 6) poison damage.

Scimitar. Melee Weapon Attack: +7 to hit, reach 10ft, one target. Hit: 18 (3d8 + 5) slashing damage. This weapon scores a critical hit on an unmodified attack roll of 19-20. On an unmodified roll of 20, the target takes double damage and loses a limb (target's choice of which limb).

Constrict. Melee Weapon Attack: +7 to hit, reach 10ft, one target. Hit: 16 (2d8 + 7) bludgeoning damage, and the target is grappled (escape DC 15) When Sysuul moves, she may move the grappled character with her. Until this grapple ends, the target is restrained, and Sysuul can't constrict another target.

Hurl Flame. Sysuul chooses a point she can see within 40ft. Each creature in a 10ft-radius must make a DC 15 Dexterity saving throw. A target takes 17 (4d6 + 3) fire damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

Sysuul can take 2 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Sysuul regains spent legendary actions at the start of her turn.

Sinuous Escape. Sysuul moves her speed. This movement doesn't provoke opportunity attacks.

Fiery Rebuke. Sysuul makes a Hurl Flame attack. She must target a creature that has damaged her during its turn.

Summon the Unfaithful. Sysuul chooses a creature she can see. The target must make a DC 16 Wisdom saving throw. On a failure, the target is teleported to a point of Sysuul's choosing located on the forsaken dais.

Ruby Necklace. Sysuul touches her ruby necklace and it begins to glow brightly. At the start of her next turn, she casts an innate spell of her choosing without spending an action. The necklace has AC 12 and if it takes more than 20 points of damage, the spell is lost and cannot be cast. The ruby necklace can still be used on future turns, as long as Sysuul has the necklace and remaining innate spell uses.

Fling. Sysuul throws a target she has grappled up to 30ft to a point she can see. If Sysuul chooses a point above a snake pit, the target may make a DC 15 Strength (Athletics or Acrobatics) check. On a success, the target lands prone at the edge of the pit. On a failure the target falls into the pit.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Sysuul takes a lair action to cause her two braziers to each activate one of the following effects, or one of the golden cobra heads to activate the ability below; Sysuul can't use the same effect from the same brazier two rounds in a row. The braziers can be attacked and destroyed (AC 16, 75 hit points, immune to psychic damage and all conditions; each head can be targeted separately and disabled if it suffers 15 points of damage)

Serpent Brazier's Hooded Snake Head: The serpent brazier makes the following attack: **Acidic Spittle.** Ranged Weapon Attack: +8 to hit, range 50ft, one target. Hit: 10 (2d4 + 5) acid damage.

Serpent Brazier's Left or Right Snake Head: The serpent brazier makes the following attack: **Weakening Ray.** Ranged Weapon Attack: +6 to hit, range 50ft, one target. Hit: the target loses all resistances and their speed is halved. Both effects last until the end of their next turn.

Serpent Brazier's Lower Front Head: The serpent brazier uses a **Green Healing Ray** on Sysuul and she regenerates 20 hit points.

Golden Cobra Heads: A head casts **suggestion** (DC 15) against a target it can see within 30ft, suggesting to the target that they take cover from the battle by climbing into one of the pits.





SYSUUL - EMERGENT

Huge monstrosity, unaligned

Armor Class 18 (natural armor)

Hit Points 229 (16d12 + 125)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
25 (+7)	19 (+4)	16 (+3)	20 (+5)	14 (+2)	22 (+6)

Skills Athletics +11, Perception +6

Damage Immunities Fire

Senses Darkvision 120 ft., passive Perception 16

Languages Abyssal, common, draconic

Challenge 11 (7,200 XP)

Innate spellcasting. Sysuul's innate spellcasting ability is Charisma (DC 17). She can innately cast the following spells, requiring no material components:

3 each/day: *burning hands* (as a 4th-level spell)
confusion, *stinking cloud*

Legendary Resistance (5/Day). If Sysuul fails a saving throw, she can choose to succeed instead.

Magic Resistance. Sysuul has advantage on saving throws against spells and other magical effects.

Magic Weapons. Sysuul's weapon attacks are magical

ACTIONS

Multiattack. Sysuul makes three attacks: two with her bite or scimitar, and one with either constrict or hurl flame.

Bite. Melee Weapon Attack: +8 to hit, reach 5ft, one target. Hit: 12 (2d8 + 3) piercing damage and 15 (2d8 + 6) poison damage.

Scimitar. Melee Weapon Attack: +8 to hit, reach 5ft, one target. Hit: 18 (3d8 + 5) slashing damage. This weapon scores a critical hit on an unmodified attack roll of 19-20. On an unmodified roll of 20, the target takes double damage and loses a limb (target's choice of which limb).

Constrict. Melee Weapon Attack: +8 to hit, reach 10ft, one target. Hit: 16 (2d8 + 7) bludgeoning damage, and the target is grappled (escape DC 17) When Sysuul moves, she may move the grappled character with her. Until this grapple ends, the target is restrained, and Sysuul can't constrict another target.

Hurl Flame. Sysuul chooses a point she can see within 40ft. Each creature in a 10ft-radius must make a DC 16 Dexterity saving throw. A target takes 17 (4d6 + 3) fire damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

Sysuul can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Sysuul regains spent legendary actions at the start of her turn.

Sinuous Escape. Sysuul moves her speed. This movement doesn't provoke opportunity attacks.

Fiery Rebuke. Sysuul makes a Hurl Flame attack. She must target a creature that has damaged her during its turn.

Summon the Unfaithful. Sysuul chooses a creature she can see. The target must make a DC 17 Wisdom saving throw. On a failure, the target is teleported to a point of Sysuul's choosing located on the forsaken dais.

Ruby Necklace. Sysuul touches her ruby necklace and it begins to glow brightly. At the start of her next turn, she casts an innate spell of her choosing without spending an action. The necklace has AC 14 and if it takes more than 30 points of damage, the spell is lost and cannot be cast. The ruby necklace can still be used on future turns, as long as Sysuul has the necklace and remaining innate spell uses.

Fling. Sysuul throws a target she has grappled up to 30ft to a point she can see. If Sysuul chooses a point above a snake pit, the target may make a DC 15 Strength (Athletics or Acrobatics) check. On a success, the target lands prone at the edge of the pit. On a failure the target falls into the pit.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Sysuul takes a lair action to cause her two braziers to each activate one of the following effects, or one of the golden cobra heads to activate the ability below; Sysuul can't use the same effect from the same brazier two rounds in a row. The braziers can be attacked and destroyed (AC 17, 100 hit points, immune to psychic damage and all conditions; each head can be targeted separately and disabled if it suffers 20 points of damage)

Serpent Brazier's Hooded Snake Head: The serpent brazier makes the following attack: **Acidic Spittle.** Ranged Weapon Attack: +8 to hit, range 50ft, one target. Hit: 10 (2d4 + 5) acid damage.

Serpent Brazier's Left or Right Snake Head: The serpent brazier makes the following attack: **Weakening Ray.** Ranged Weapon Attack: +8 to hit, range 50ft, one target. Hit: the target loses all resistances and their speed is halved. Both effects last until the end of their next turn.

Serpent Brazier's Lower Front Head: The serpent brazier uses a **Green Healing Ray** on Sysuul and she regenerates 30 hit points.

Golden Cobra Heads: A head casts **suggestion** (DC 15) against a target it can see within 30ft, suggesting to the target that they take cover from the battle by climbing into one of the pits.



Appendix B:

Handouts



THE CROSSBOW'S GIFT

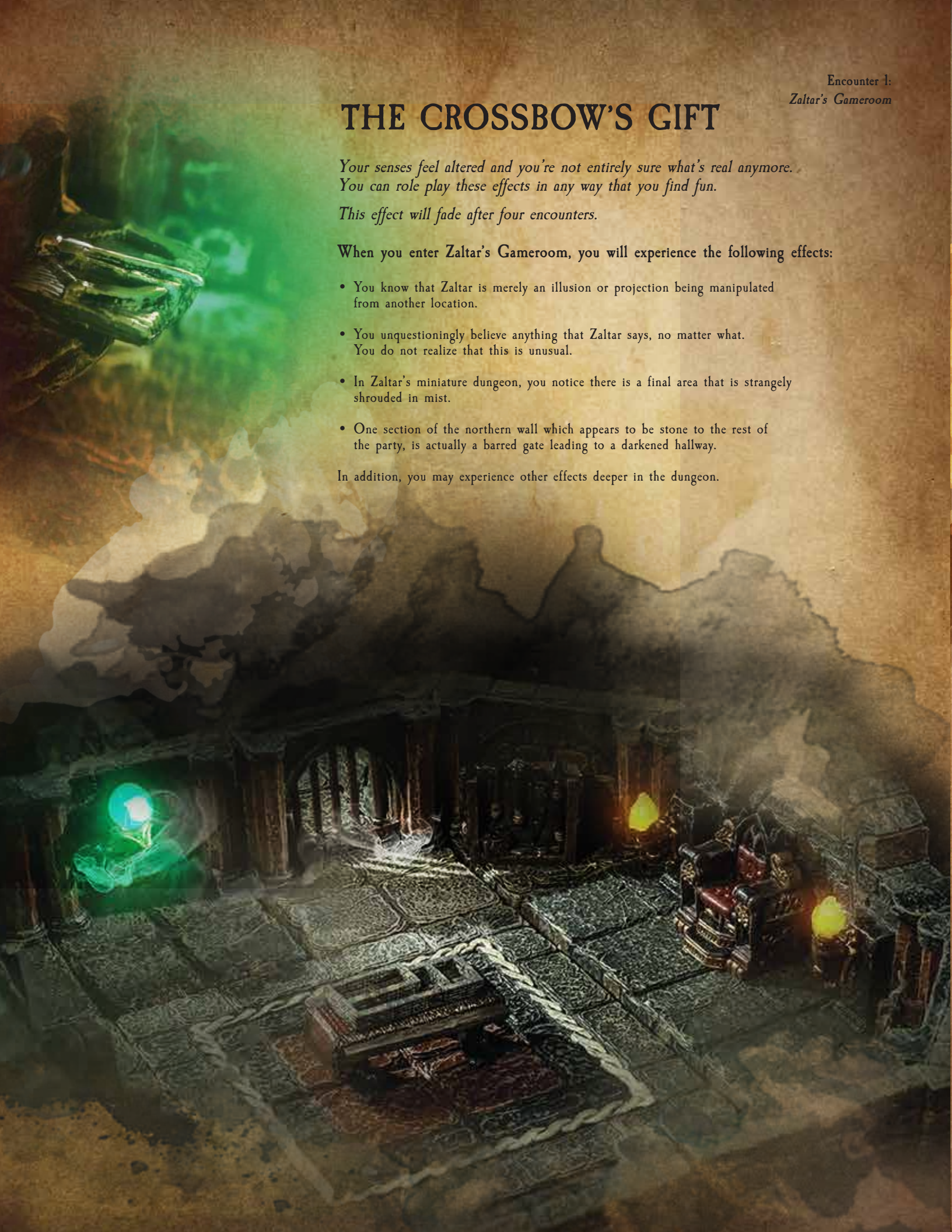
Your senses feel altered and you're not entirely sure what's real anymore. You can role play these effects in any way that you find fun.

This effect will fade after four encounters.

When you enter Zaltar's Gameroom, you will experience the following effects:

- You know that Zaltar is merely an illusion or projection being manipulated from another location.
- You unquestioningly believe anything that Zaltar says, no matter what. You do not realize that this is unusual.
- In Zaltar's miniature dungeon, you notice there is a final area that is strangely shrouded in mist.
- One section of the northern wall which appears to be stone to the rest of the party, is actually a barred gate leading to a darkened hallway.

In addition, you may experience other effects deeper in the dungeon.



THE FIRST GLYPHSTONE OF ELDRID

Carved into this palm-sized chiseled stone is a glowing purple eldritch rune. The moment you touch the glyphstone, you can sense its great power. You immediately yearn to find more glyphstones, for you sense that there are others, and that bringing enough of them together will unlock greater power to aid you in your challenge.

You hear a smooth, baritone voice echoing in your mind:

"Hail, adventurer! If you have claimed this first glyphstone, then for good or ill, you have tethered yourself to this hellish deathtrap. I wish you luck surviving. Perhaps you shall be the first to triumph where so many others have perished. Suspicious of Zaltar's bent toward madness, I, Archmagus Eldrid Occolon, wove an eldritch back door into each glyphstone in case the need arose to undo any wrongs he would perpetrate. To that measure, I have imbued this artifact with arcane boons. Further, I have infused each of these glyphstones with a vision of the twisted history of this place, to help you understand the severity of your situation. Thus begins my tale...

No one knows where Sysuul came from. Some legends say she is an estranged infernal, banished from the nine hells for unknown crimes. Others believe she was created by an ancient dragon. Some even whisper that she is a humbled god forced to walk the Prime Material as a mortal.

Whatever her origins, since she first appeared in Mythras Sysuul has lusted for power. All too easily she gathered to herself the lost and dispossessed, indoctrinating them to serve as zealous acolytes. Indeed, she was never seen without a throng of robed aspirants trailing behind her. Sysuul loved the attention these followers lavished upon her – indeed she craved and demanded it.

And these aspirants were more than just servants and devotees. Some among them were skilled thieves and assassins who carried out their mistress' vengeful commands and showered her with ill-gotten gains.


Among these gifts, Sysuul received a particular orb—a green globe entwined with golden serpents. She became obsessed with the mystic sphere, lounging upon golden cushions and gazing into its emerald depths. Greedily she received the images that licked her eyes—images of her ascent to godhood, of shadow-knit chambers, and a thousand gilded serpents.

She saw blood flow in rivers and heard a million screams meld together into one unending wail of agony. She saw her image hewn into mighty halls of quarried stone. She saw herself, casting a terrible, three-headed shadow. In that shadow she saw her future - a destiny of immeasurable power and immortality."

You must attune to this glyphstone and carry it with you at all times to gain its benefits.

- **Fast Attunement** (Item quality, constant): Attuning to this magic item requires only five minutes, instead of a short rest. It does not count against the maximum number of magic items to which you may attune. However, ending this attunement requires a short rest.
- **Admiring Personality** (Item quality, constant): The glyphstone is quasi-sentient, awakening within you a desire to notice and be impressed by all of the Dungeon of Doom's architecture and features. You are particularly fascinated by any images of snakes you see.
- **Tool Proficiency** (Minor power, constant): The attuned bearer gains proficiency with one tool of their choice.
- **Obsidian Edge** (Major power, single use): Once, as a bonus action taken during combat, the glyphstone may be touched to a melee weapon, sheathing it in obsidian. Until the end of the current combat, the weapon deals an extra 1d6 damage and scores a critical hit on a natural roll of 19-20.





We should've been more careful but our small band of explorers aren't known for caution. Three clerics died on the way to this adventure, let it be known, but, such is the hazard that one endures when one decides to explore dangerous places for a living.

I didn't like the look of the antechamber.

The room was dank, and a skeleton in rotted clothes blocked the door. I'd told Lazlo, our thief, to stop drinking wine before we entered. I watched Lazlo stagger over to the skeleton, and, before I could say anything, sift through the bones. I have no idea how he didn't hear the particularly loud click, but, I did.

I screamed, but the green ray muffled sound as it suffused my body.

When the beam dissipated, a sense of peace washed over me. I never realized how much I loved the color green. More to the point, all I could see in front of me were green orbs! Orbs of various shades of green and circumference! It got so that I chattered and giggled to myself, thinking of orbs of green dangling in the dark firmament above Garrison, our fearless warrior, clasped his hand over my mouth, for my chatter was loud, and likely attracted the attention of every creature lurking in this mad wizard's playhouse ...

I am so sorry that Garrison, as well as the rest of our intrepid group, is no longer alive. I'd blame myself, but what good would that do?

I must go. The orbs beckon me.



THE GREEN ORB

*The alcove is lit by a single flickering torch...
but this is an illusion.*

*You can see that the illusion conceals a glowing
green orb resting upon a serpentine scone.*

*The orb glows with a mesmerizing, almost
hypnotic quality.*

Did Zaltar conceal the orb, and if so, why?



THE CRUMPLED LETTER

MAGNIFICENT ZALTAR,

I HAVE WRITTEN TWICE, TO NO AVAIL.
CONSIDER THIS IS OUR FINAL PLEA FOR AID.
SHOULD YOU NOT RESPOND, WE WILL BE FORCED
TO FIND OTHER, LESS ASSURED, METHODS
AGAINST MY BETTER JUDGEMENT.

AS STATED PREVIOUSLY, SUNHILD, OUR JARL'S
WIFE HAS BEEN STRICKEN WITH AN UNKNOWN
MALADY THAT HAS DEFEATED MY EXTENSIVE
KNOWLEDGE IN THE LIVING ARTS. IT IS SOME
SORT OF MALEVOLENT ENSORCELLMENT, THE
NATURE OF WHICH SEEMS NOT OF THIS PLANE.

OUR CLAN HAS EXHAUSTED ALL AVENUES OF
INFORMATION AVAILABLE IN OUR LANDS.
NOW WE TRY ONE FINAL TIME TO CALL UPON
THE GREATEST WIZARD IN ALL OF MYTHRAS
TO HELP US.

WE WILL PAY ANY PRICE.
RESPECTFULLY



ASGER ESKIL

DOOM! - SEHR OF CLAN SKÖLSKYL

THESE BEGGARS SEEM DESPERATE AND INTRIGUING.

THIS STRANGE MAGIC MIGHT BE SOMETHING I CAN HARNESS
...AN INTERESTING OPPORTUNITY TO DO WHAT WE DO BEST....

FIND OUT WHAT THEY HAVE TO OFFER!

- Z

THE SECOND GLYPHSTONE OF ELDRID

Carved into this palm-sized chiseled stone is a glowing purple eldritch rune. The moment you touch the glyphstone, you can sense its great power. You immediately yearn to find more glyphstones, for you sense that there are others, and that bringing enough of them together will unlock greater power to aid you in your challenge.

In your mind you hear a baritone voice tell the following tale:

"Sysuul met Zaltar shortly after her throng of zealots had grown into a fearsome cult that worshipped the three-headed god lurking in her shadow. Sysuul told them that she and her shadow would one day join and she would become what she was meant to be. She promised them boons beyond their comprehension if they helped her achieve apotheosis.

Zaltar claimed that he'd spent many years searching for the fabled Serpent Orbs, and that his powerful spells had led him to Sysuul. The pair seemed drawn to one another by an inexplicable force. Zaltar respected Sysuul's cunning and ambition; Sysuul admired Zaltar's cunning and arcane knowledge.

Zaltar confided his intent to build a dungeon the likes of which Mythras had never seen – a subterranean labyrinth packed full of devious traps, savage monsters, and confounding illusions; a brutal gauntlet that would challenge the mettle of even the most seasoned adventurer and would test the limits of the mortal spirit to overcome horrendous adversity. It would be a momentous undertaking, for Zaltar envisioned a grand creation with a scope that bordered on either divine or insane. This would be his life's work – his masterpiece!

The wily mage had the plans and the vision, but he lacked manpower. Zaltar needed servants to haul the heavy stone, to dig deep into the soil of Mythras, tear through roots, and create rooms and tunnels of unholy splendour. Sysuul offered him this, and something more: blood – blood spilled to consummate dark deals with demons and other fiends who'd consecrate the millions of stones and imbue the dungeon with a perverse life of its own.

Their goals aligned, Sysuul and Zaltar drew blades across their palms and mingled their blood. The pact was sealed."



You must attune to this glyphstone and carry it with you at all times to gain its benefits.

- **Fast Attunement** (Item quality, constant): Attuning to this magic item requires only five minutes, instead of a short rest. It does not count against the maximum number of magic items to which you may attune. However, ending this attunement requires a short rest.

- **Concerned Personality** (Item quality, constant): The glyphstone is quasi-sentient, awakening within you a concern for others when they are wounded.

- **Bolstered Health** (Minor power, constant): The attuned bearer's hit dice maximum is increased by two.

- **Transfer Power** (Major power, single use): Once, as a bonus action, the glyphstone may be touched to another creature. The attuned bearer may lose up to 10/15/20 hit points and the touched creature gains the same amount.

HERE LYEZ DULLOG

WOONTS SHUT UP

ABOUT NATURES

MEZ WITH UZ

GET 2AME!!



The Scroll Of Andronicus

It is said that Andronicus, a warrior of unparalleled virtue and prowess, was god-blooded - that his skill with sword and spear were beyond ordinary ken.

But whether or not his origins were truly divine, most agree that he rose up from meager circumstances. Some tales claim that he was the son of a miller, others insist that he was a guttersnipe. What is known without doubt is that this scourge of the undead transcended his humble beginnings and cleansed Mythras of wickedness wherever he encountered it.

Andronicus spent his early adulthood wandering the wild regions of Mythras. He shunned cities, and seemed to enjoy traveling from village to village, helping commoners where he could. He was known to wear simple, unassuming attire: a weather-beaten cloak, high boots, and a patched leather tunic. The only item of note that he carried was Welkin, a mighty sword of azure steel, with a golden hilt and a ruby set in its pommel. A vow to destroy undead was carved into the weapon's sky-hued blade.

Welkin was rumored to have been gifted to Andronicus by his divine mother or father. It was an enchanted blade well worthy of its bearer. Children begged Andronicus to draw the sword from its ornate sheath, but the paladin would gently chide them and instead offer them baubles, tiny carvings, and riddles to solve. He was also learned in the ways of medicine, and attended to the sickly and the maimed whenever he encountered them.

When he wasn't visiting villages, Andronicus ventured into tombs, warrens, dungeons, and ruins to slay any undead creatures that he encountered. He smote wraiths, wights, mummies, scores of zombies and skeletons, and is even rumored to have dispatched a coven of vampires. His body bore the scars of his ceaseless battles with the undead and often a sadness clouded his gray eyes.

Andronicus eventually set aside his meandering and built a citadel for himself and the growing order of paladins who followed him. He named his order the Bright Swords and tasked his dedicated paladins with patrolling the paths and forests outside of Valoria's rural villages, helping where they could and battling the forces of chaos and wickedness wherever they encountered them.

One day, however, Andronicus and the majority of his order disappeared. They were last seen riding into the Erinthor Mountains, preparing a crusade of holy vengeance upon an enclave of vile wickedness they had discovered there. Nary a soul that embarked on the mission was ever seen or heard from again.

Valoria mourned Andronicus and his Bright Swords, for they were a collection of truly honorable warriors. A shrine was erected to the fallen paladin to commemorate his legacy. Below a majestic statue of the holy knight, was the following inscription:

*"The risen dead shall be unmade
and fall before the azure blade.*

*With this oath, I am thus bound-
to seek undead and strike them down."*

It was said that any traveller passing the shrine who chanted the vow aloud would be granted protection from the unliving.



WELKIN

THE SWORD OF ANDRONICUS

Weapon (sword), legendary (requires attunement)

This mighty sword of deep blue steel is decorated with a golden hilt. A ruby sits in the pommel, and inscriptions along the blade promise death to the undead, and the name Welkin. Andronicus was a legendary warrior, and this his favorite weapon.

The sword of Andronicus provides the following benefits:

- **Fast Attunement** (Item quality, constant): Attuning to this magic item requires only five minutes, instead of a short rest. Ending this attunement requires a short rest.
- **Adaptable Blade** (Item quality, constant): The blade (and to a lesser extent, the hilt) of this weapon can lengthen or shorten. As an action, the attuned bearer may change the weapon's type to a shortsword, longsword, or greatsword.
- **Undead Slayer** (Item quality, constant): +1/+2/+2 bonus to all attack and damage rolls. The attack and damage bonus is doubled against the undead, and provides advantage on any saving throw caused by an undead creature.
- **Break Illusions** (Major power, three times per day): When the sword touches an illusion, the illusion is dispelled. If the illusion is permanent, it is suppressed for one hour.



AMULET OF THE ETERNAL SERPENT

Wondrous item, uncommon (requires attunement)

This glowing green amulet is engraved with a big ouroboros—a serpent twisted into a figure eight shape, eating its own tail. It provides the following benefits:

- **Necklace of Adaptation:** While wearing this necklace, you can breathe normally in any environment, and you have advantage on saving throws made against harmful gases and vapors (such as *cloudkill* and *stinking cloud* effects, inhaled poisons, and the breath weapons of some dragons).
- **Reptilian Awakening:** While wearing the amulet, you can cast *speak with animals* (reptiles only) once. This feature is recharged when you take a short or long rest.
- **Special:** This glowing green amulet may provide other benefits within the Dungeon of Doom!



Lots of nasties in here

Plenty of holes
to break bones,
skewer,
and make mince
of a right thief.

Another hole filled
with sharp teeth,
then the spitting nets.

Nearly legged the bite hiding in the
false floor; would've been burned
crisper than a goose.

Made it past the hole
by my teeth's skin.

simple shadow
dance for a lurk

A cheese for
halfers

this wall may have bite



no eyes yet



Another damn hole; then it sticks,
but I skulled it, rolled
my knuckles, and
scraped past
thin as a flat.



DWATHA'S RUNESTONE COLLAR

Wondrous item, rare (requires attunement by a cleric, druid, or paladin)

This collar is made of leather, embedded with tortoiseshell beads and dangling teeth. It provides the benefits of a [Necklace of Prayer Beads](#).

- **Necklace of Prayer Beads:** This necklace has four magic beads made from aquamarine and topaz. It also has many nonmagical beads made from quartz and various animal claws. If a magic bead is removed from the necklace, that bead loses its magic.

To use a magic bead, you must be wearing the necklace. Each bead contains a spell that you can cast from it as a bonus action (using your spell save DC if a save is necessary). Once a magic bead's spell is cast, that bead can't be used again until the next dawn.

- **Special:** The collar has beads for [Blessing](#) (as the *bless spell*), [Favor](#) (greater restoration), and two of [Curing](#) (*cure wounds* at second level or *lesser restoration*). In addition, a druid of level 2 or higher wearing the necklace may wildshape one additional time per day/hour.



ARMOR OF THE UNDYING FLAME

Plate Armor (heavy), rare (requires attunement)

This suit of armor is dyed scarlet and decorated with red dragon scales.

- You have resistance to fire damage while you wear this armor.

- While you wear this armor you have the ability to cast the *produce flame* cantrip at will.



THE THIRD GLYPHSTONE OF ELDRID

Carved into this palm-sized chiseled stone is a glowing purple eldritch rune. The moment you touch the glyphstone, you can sense its great power. You immediately yearn to find more glyphstones, for you sense that there are others, and that bringing enough of them together will unlock greater power to aid you in your challenge.

In your mind you hear a baritone voice tell the following tale:

"It took time for Sysuul and Zaltar to find a suitable location for the elaborate dungeon they had conceived together. After months of searching, they found an old mine complex high in the Erinthor Mountains which suited their needs perfectly.

Sysuul recruited or conscripted a small army of able-bodied men and women to help construct the nefarious underground structure. Her zealous followers pilfered statues, and forced gifted craftsmen to construct gargoyles, vaulted pillars, and serpentine carvings to adorn their labyrinthine nightmare. Her followers took advantage of the daily injuries and deaths that occurred to splatter blood in the dungeon's myriad chambers.

If the daily toll wasn't sufficient, Sysuul demanded the slaughter of innocents until there was gore enough to satisfy her cruelty. Though shocked by this wanton slaughter Zaltar's desire to see his creation come to life overshadowed his conscience and he abided the bloodshed. Thus, the very stones of their warren, the bones of the earth, were imbued with a dark, hateful magic.

One unfortunate thief named Lorond Lightfinger was caught prying jewels from a statue's eye sockets. To make an example of him, Sysuul publicly subjected him to an experimental ritual. Unfortunately for Lorond, the unholy rite succeeded; the thief's soul was torn from his body. Sysuul then imprisoned his soul in a pair of cursed manacles.

For as long as the dungeon stood, Lorond would remain trapped, ever hungry and helpless to change his fate. Once again, throwing aside any morals, Zaltar saw these rituals as a chance to dabble with forbidden eldritch rituals he'd previously left unexplored.

Thus began his experimentation with soul-binding."



You must attune to this glyphstone and carry it with you at all times to gain its benefits.

- **Fast Attunement** (Item quality, constant): Attuning to this magic item requires only five minutes, instead of a short rest. It does not count against the maximum number of magic items to which you may attune. However, ending this attunement requires a short rest.

- **Demanding Personality** (Item quality, constant): The glyphstone is quasi-sentient, urging you to hone your skills, achieve greatness, and be precise.

- **Empowered By Greatness** (Minor power, constant): At dawn of each day, or when first encountered, the glyphstone has one charge. The glyphstone gains an additional charge whenever you deal a critical hit.

You gain a +1 bonus to attack rolls (including spell attacks) for each charge, to a maximum of +2/+3/+3. This attack bonus does not stack with an attack bonus granted by another magic item. *The glyphstone cannot gain more than three charges at any given time.*

- **Gift Of Greatness** (Major power, single use):

Once, as a bonus action, you may spend all of the stored charges (up to the maximum of three) and select yourself or an adjacent creature as the target. The target regains 2d8+2 hit points for each charge. A target who would be healed above his or her maximum hit point total gains any excess as temporary hit points.

THE FOURTH GLYPHSTONE OF ELDRID

Carved into this palm-sized chiseled stone is a glowing purple eldritch rune. The moment you touch the glyphstone, you can sense its great power. You immediately yearn to find more glyphstones, for you sense that there are others, and that bringing enough of them together will unlock greater power to aid you in your challenge.

In your mind you hear a baritone voice tell the following tale:

"It wasn't long before the famous paladin Andronicus and his Bright Swords caught wind of Zaltar and Sysuul's aspirations. Townsfolk living close to the paladin's temple told him of a cult kidnapping villagers and dragging them into the maw of a vast dungeon deep in the Erinthors. They shared tales of foul rituals, necromantic rites, and wanton murder.

Andronicus marshaled his bravest warriors and marched to the evil lair. At the entrance gate he encountered Zaltar, and spoke to him in stern diplomacy. He lamented the atrocities of which Zaltar and Sysuul were accused. The mage was at first dismissive—condescending, even. He said that although a few of the brave folk who'd help build his masterpiece had died, he had nobly commemorated their efforts by entombing them within the grand structure; what more could their families ask?

When Andronicus threatened violence, Zaltar offered to chaperone the brave paladin through his partially completed dungeon. Andronicus cautiously agreed, and, after he was shown the entirety of the warren, he departed, convinced that the allegations were false. Little did Andronicus know that Zaltar had obfuscated the dungeon's horrors with powerful illusions. He'd also masked Sysuul's unholy serpentine shadow.

Although Andronicus was satisfied that Zaltar was little more than an eccentric mage, he was disturbed by Sysuul's oppressively dark aura. He couldn't discern the nature of her wickedness, but he was certain that she was pure evil. He was also perturbed by Zaltar's fixation on his shield. The wizard commented on several occasions that he admired the shield's beauty, and that it would make a wonderful adornment in his new playground. However, more obvious threats to Mythras beckoned the paladin and his Bright Swords, so construction of the dark dungeon continued unabated."

You must attune to this glyphstone and carry it with you at all times to gain its benefits.

- **Fast Attunement** (Item quality, constant): Attuning to this magic item requires only five minutes, instead of a short rest. It does not count against the maximum number of magic items to which you may attune. However, ending this attunement requires a short rest.
- **Caretaker Personality** (Item quality, constant): The glyphstone is quasi-sentient, urging you to take care of your companions, making sure they are drinking enough water, pacing themselves, and able to survive until the end of the dungeon.
- **Spell Storing** (Minor power, constant): The glyphstone provides the same benefits as a *ring of spell storing*. The glyphstone initially carries the spell *greater restoration*. A spell stored within the glyphstone can be cast so long as the glyphstone is carried on your person.
- **Regain Eldritch Power** (Major power, single use): Once, as a bonus action, the glyphstone may restore a total of three expended spell slots to one or more creatures touching the glyphstone.
- **Quartet of the Long Rest** (Major power, single use): When this glyphstone and three other glyphstones are brought together, and up to seven characters meditate around them for ten minutes, the characters receive the benefits of a long rest.



RESIDUAL GOLEM ENERGY

You were blasted by an energy beam from the runic golem's palm. Eldritch power from the blast lingers in your body.

Occasionally your vision is clouded by emerald light and certain features of the dungeon appear to flicker and change.

The DM will tell you if you see anything differently than the rest of your companions.



TAMING THE COLOSSUS

Congratulations for surviving thus far! I'm sure you could use a rest now, but there's no time for that because I'm just getting warmed up. Now! Prepare to face an even greater challenge - one of my deadliest creations...

THE DOOM GORGON.

The Doom Gorgon is one of my most nefarious and ingenious creations, a nigh unstoppable brute. I tested this creation over and over against the strongest, the fiercest, the toughest and the bravest - but none could withstand my mighty beast.

Once satisfied with its capacity for destruction did I then bind it to serve within the walls of my Dungeon of Doom.

Many have wondered in their final moments how I created such a terrifying monstrosity. It is simply that I am a true virtuoso with rituals that combine Dwarvenite infused bones and dead barbarian souls to imbue life into my great abomination.

Finally, because I am so generous, try not to confront my creation head-on with brawn, you'll most likely lose the thing you need the most to survive.

The second section is written in thieves' cant and offers the following corollary to the above passage:

Just to play it safe, I'll write what I have to say next, not in the common hand. Zaltar's smart, but he ain't the smartest. Those dreaded doom gorgons seem frightening, but they're about as smart as your typical beast of burden. So, find yourself a good ol' lasso or whip and you'll be able to drive those monstrous buggers back to where they belong without much hassle! Best o' luck!

The Riddle of the Queen

You witness the following illusion:

Moments ago, the nook by the corner door was empty. Now a workbench covered in alchemical devices is there, and seated behind it is an alchemist in colorful robes. Standing to his side is a woman in deep blue robes, wearing a crown.

The woman with the crown speaks to the alchemist, *"Sahaugin have shattered my fleet to shards, slain my anglers, and prowl my coast! I must see them slain!"* The alchemist thinks, then replies, *"Your majesty, I shall brew an elixir that you may take the battle to them."* She leaves and the alchemist begins brewing. A pale light appears, then fades, and the alchemist says, *"And as the moon set, the potion was completed."*

The scene vanishes, but reappears moments later. The queen, clad in bloodied armor, paces the room. *"Tis a bleak day as my capital city weathers the foul swarm of sahaugin. I proclaim I shall withstand their siege!"* The alchemist responds, *"Very well, I shall brew an elixir that you may become as strong as stone."* She leaves and the alchemist turns to his bench. The light in the room slowly fades and the alchemist speaks, *"Just before twilight, I have finished my brewing."*

The scene again changes. The queen stands before the alchemist, *"The foolish sahaugin have been immolated! My spirits should be soaring, yet I feel my life is dull now."* The alchemist ponders, *"Then I shall brew an elixir that you may dance among the heavens."* The queen leaves through the door, and the alchemist begins to toil. A warm glow slowly rises over his shoulder. He announces, *"And as the sun rose, the potion was finished."*

The illusion vanishes, and the nook is empty once more.

Additionally, one of you hears the alchemist say, *"To solve the riddle of the queen, the pillar of knowledge must first be aligned to open the door to alchemy."*

Once in the laboratory, the time must be chosen, then the potion must be named, and finally the correct rune must be added to complete the recipe. Repeat this formula thrice and it will yield bountiful results."



ALCHEMICAL RUNES

You have deciphered the following alchemical runes:



Luck



Life



Fortitude



Treasure



Earth



Water

CELESTIAL RUNES

You have deciphered the following celestial runes:



Sun



Sunrise



Sunset



Moon



Moonrise



Moon Set

The Riddle's Solution

Encounter 8:
Puzzle Floor

The image below is shown for reference, to help with identifying the floor tiles.

The translation is also provided below for all the tiles with celestial or alchemical runes:

FIRST SEQUENCE -

"Sahaugin have shattered my fleet to shards, slain my anglers, and prowl my coast! I must see them slain!" The alchemist thinks, then replies, "Your majesty, I shall brew an elixir that you may take the battle to them." She leaves and the alchemist begins brewing. A pale light appears, then fades, and the alchemist says, "And as the moon set, the potion was completed."

Players must align the pillar to:

- o Crystal (shattered/shards)
- o Fish (anglers)
- o Eye (see)

Players must step on these two tiles first:

- o Moon (as the moon set)
- o Moon Set (as the moon set)

Players must step on the tiles which spell the correct potion name:

- o WATERBREATHING
(I shall brew an elixir that you may take the battle to them.)

Players must step on the final tile to open the door:

- o Water

SECOND SEQUENCE-

"'Tis a bleak day as my capital city weathers the foul swarm of sahaugin. I proclaim I shall withstand their siege!" The alchemist responds, "Very well, I shall brew an elixir that you may become as strong as stone." She leaves and the alchemist turns to his bench. The light in the room slowly fades and the alchemist speaks: "Just before twilight, I have finished my brewing."

Players must align the pillar to:

- o Cloud (bleak day/weathers)
- o Beetle (swarm)
- o Mouth (proclaim)

Players must step on these two tiles first:

- o Sun (Just before twilight)
- o Sun Set (Just before twilight)

Players must step on the tiles which spell the correct potion name:

- o STONESKIN
(I shall brew an elixir that you may become as strong as stone)

Players must step on the final tile to open the door:

- o Endurance

THIRD SEQUENCE -

"The foolish sahaugin have been immolated! My spirits should be soaring, yet I feel my life is dull now." The alchemist ponders, then says "I shall brew an elixir that you may dance among the heavens." The queen departs, and the alchemist begins to toil. A warm glow slowly rises over his shoulder. He announces, "And as the sun rose, the potion was finished."

Players must align the pillar to:

- o Fire (immolated)
- o Eagle (soaring)
- o Heart (feel)

Players must step on these two tiles first:

- o Sun (as the sun rose)
- o Sun Rise (as the sun rose)

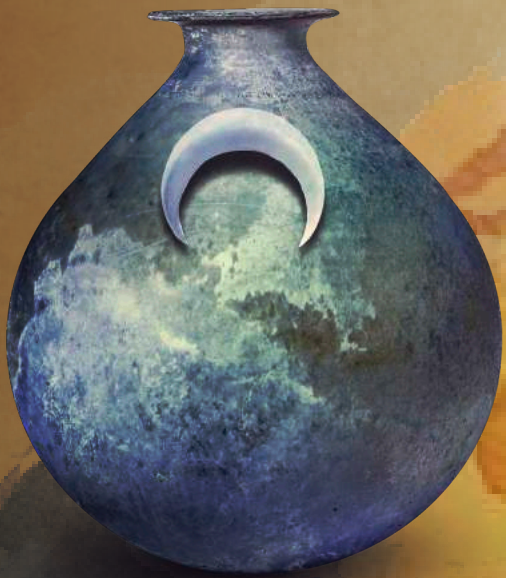
Players must step on the tiles which spell the correct potion name:

- o FLYING
(I shall brew an elixir that you may dance among the heavens)

Players must step on the final tile to open the door:

- o Life





IOUN STONE OF REGENERATION

Wondrous item, rarity varies (requires attunement)

An Ioun stone is named after Ioun, a god of knowledge and prophecy revered on some worlds. Many types of Ioun stone exist, each type a distinct combination of shape and color.

- When you use an action to toss one of these stones into the air, the stone orbits your head at a distance of 1d3ft and confers a benefit to you. Thereafter, another creature must use an action to grasp or net the stone to separate it from you, either by making a successful attack roll against AC 24 or a successful DC 24 Dexterity (Acrobatics) check. You can use an action to seize and stow the stone, ending its effect.
- A stone has AC 24, 10 hit points, and resistance to all damage. It is considered to be an object that is being worn while it orbits your head
- **Regeneration** (Legendary). You regain 15 hit points at the end of each hour this pearly white spindle orbits your head, provided that you have at least 1 hit point.
- **Fast Attunement** (Item quality, constant): Attuning to this magic item requires only five minutes, instead of a short rest.



IMPEXIS

Weapon (rapier), rare (requires attunement)
This rapier's hilt is made of a strange blue steel and its blade appears to be ice.

- It is a +1/+1/+2 magic weapon.
- The item has two charges. The rapier regains its charges when the attuned character finishes a long rest.
- **Fast Attunement** (Item quality, constant): Attuning to this magic item requires only five minutes, instead of a short rest.

An attuned wielder who successfully hits with this weapon may expend a charge (no action) to inflict one of the following effects:

- An additional 2d6 cold damage to the target.
- An Ensnaring Strike that takes the form of icicles and deals cold damage instead of piercing. The DC for the spell is 8 + the wielder's level



THE FIFTH GLYPHSTONE OF ELDRID

Carved into this palm-sized chiseled stone is a glowing purple eldritch rune. The moment you touch the glyphstone, you can sense its great power. You immediately yearn to find more glyphstones, for you sense that there are others, and that bringing enough of them together will unlock greater power to aid you in your challenge.

In your mind you hear a baritone voice tell the following tale:

"Deceived by Zaltar's illusions, Andronicus failed to see a multitude of horrors hidden within the subterranean lair. Among them were a terrible lock of sorts which, once sealed, required a living sacrifice before it would open again; carven wall wards which channeled dark powers from some otherworldly source; an obelisk that drained the life force of all who stood before it; and an animated gorgon which mimicked its living counterpart, but with the eternal lifespan of a construct.

But those were just the beginning. After their success at imprisoning a soul in the manacles, Sysuul and Zaltar began experimenting with imbuing other inanimate objects with the souls of captured wretches. They packed cages full of hapless villagers and laborers, then subjected each to a series of increasingly bizarre and dangerous rituals.

After countless mutilations, immolations, and obliterations, their depravity yielded abhorrent fruit. The twain created a truly unique and revolting progeny—the Doomroller. This monstrosity assimilated the souls of over a hundred victims, and hungered for more. Its form was that of a boulder of petrified flesh.

But it was far from an ordinary stone. Its surface was covered with demonic faces which ceaselessly gnashed their teeth. Its inner layer was fashioned from strange alloys, and consecrated with the hellfire of the dragon siblings Volcanathar and Incandantamos. Its hollow core was filled with coagulated blood infused with necromantic energies. Worst of all, it had a malevolent sentience. It wished for nothing less than the annihilation of all living things.

Zaltar built a special wing of the dungeon to house it, for he was pleased with this hideous avatar of death. He gifted his creation with a maze into which he could release his hapless captives; the round juggernaut could pursue them along the foul corridors, gleefully flatten them and absorb their bones into its mass.

Woe to any who gaze upon the Doomroller, for it is a most unholy abomination."

You must attune to this glyphstone and carry it with you at all times to gain its benefits.

- **Fast Attunement** (Item quality, constant): Attuning to this magic item requires only five minutes, instead of a short rest. It does not count against the maximum number of magic items to which you may attune. However, ending this attunement requires a short rest.

- **Ferocious Personality** (Item quality, constant): The glyphstone is quasi-sentient, urging you to prove your mettle in battle, engaging the strongest foes you can find.

- **Vicious** (Minor power, constant): The glyphstone provides the same benefits as a *vicious weapon*: "When you roll a 20 on your attack roll with this magic weapon, your critical hit deals an extra 2d6 damage of the weapon's type." The benefit applies to any weapon held by the person with this glyphstone.

- **Deadly Accuracy** (Major power, single use): Once, as a bonus action, the glyphstone's wielder may touch a weapon, which glows a brilliant blue for one minute. During this time, the weapon scores a critical hit on an unmodified attack roll of 19-20.



THE SIXTH GLYPHSTONE OF ELDRID

Carved into this palm-sized chiseled stone is a glowing purple eldritch rune. The moment you touch the glyphstone, you can sense its great power. You immediately yearn to find more glyphstones, for you sense that there are others, and that bringing enough of them together will unlock greater power to aid you in your challenge.



In your mind you hear a baritone voice tell the following tale:

"Word eventually reached Andronicus that Sysuul had fully embraced a glistening new identity: Sysuul the god-aspirant, queen of forked tongues and venomous evil. He realized that he'd been deceived by Zaltar. The resolute paladin mustered his forces and returned to the haven of evil. This time there was no diplomacy, only drawn steel and divine wrath. A gruesome battle ensued within the stone passages of the dungeon.

The Bright Swords assailed Zaltar and his unholy catacomb with an onslaught of holy fury. Zaltar hurled spell and illusion at the undaunted paladins, but no ensorcellment could match the warriors' righteous rage. Andronicus waded through scores of cultists, bypassed cruel traps, and banished infernal horrors back from whence they came.

Finally, Andronicus cornered Zaltar in a long hallway. Here, Zaltar was ensnared by one of his own traps - the manacles that held Lorond's soul. Bound by the magical chains, the wily illusionist found himself helpless as the unyielding paragon of justice prepared to deliver the coup de grâce.

As Andronicus held his sword aloft, he sensed something in Zaltar that made him hesitate - the cunning wizard was not truly evil, he had a glimmer of goodness still in him. There was a chance for redemption. It was then that Sysuul chose to strike. The sorceress had been biding her time, skulking after the paladin until he was most vulnerable.

As he held his blade aloft, wavering before dispensing final judgment upon Zaltar, she plunged a forked dagger into his back. The knife was coated with a heinous poison, and Andronicus was powerless to resist its toxic force.

She helped the wizard to his feet and the pair watched the paladin writhe in agony as her venom slithered through his body. Gleeefully, Sysuul propped the anguished paladin on a heap of bones and forced him to watch her acolytes butcher his fellow warriors.

Andronicus was beaten, but he wasn't dead. Sysuul had a much worse fate in mind for him."

You must attune to this glyphstone and carry it with you at all times to gain its benefits.

- **Fast Attunement** (Item quality, constant): Attuning to this magic item requires only five minutes, instead of a short rest. It does not count against the maximum number of magic items to which you may attune. However, ending this attunement requires a short rest.

- **Repulsive Personality** (Item quality, constant): The glyphstone is quasi-sentient, encouraging you to criticize and offend your foes as loudly and as often as possible in combat.

- **Repulsion** (Minor power, constant): When you carry the glyphstone and hit with a melee weapon, unarmed, or spell attack and inflict at least 5/5/9 damage to the target, you may reduce the damage dealt to the target by 4/4/8 to push that target 5/5/10ft.

- **Moment of Sanctuary** (Major power, single use): Once, as a bonus action, you may cast the sanctuary spell (*Player's Handbook*, p. 272). You must choose yourself as the warded creature. In addition, the spell lasts longer than usual. You may make an attack or cast a spell that affects an enemy creature twice/three times/four times before you cause the spell to end.

THE SEVENTH GLYPHSTONE OF ELDRID

Carved into this palm-sized chiseled stone is a glowing purple eldritch rune. The moment you touch the glyphstone, you can sense its great power. You immediately yearn to find more glyphstones, for you sense that there are others, and that bringing enough of them together will unlock greater power to aid you in your challenge.

THE FIRST MAEREGHAST

Carved into this palm-sized chiseled stone is a glowing purple eldritch rune. The moment you touch the glyphstone, you can sense its great power. You immediately yearn to find the other glyphstones, for bringing enough of them together will unlock greater power to aid you in your challenge.

You also telepathically hear a familiar baritone voice tell the following tale, "I wish I could say that Andronicus's agony ended when he was defeated and his fellow warriors were painfully executed, but I'd be lying. Know that Sysuul and Zaltar's bond grew in accord with their cruelty. They dragged Andronicus's poisoned body into the final chamber of their dungeon - a shrine of unholy darkness that was still under construction.

They heaped Andronicus upon a black altar in the heart of the shrine. Here, in the shadows of flickering braziers, the pair enacted a profane ritual. The orgy of spilt blood and unspeakable foulness culminated with Sysuul tearing Andronicus' soul from his still conscious body in an unimaginably excruciating death.

Far from finished with the paladin, Sysuul captured and enslaved his soul. Binding him for eternity to her service. She corrupted what was left of his consciousness, turning him into a bloodthirsty creature that existed solely to torment and slay the living. Andronicus, one of Mythras's bravest warriors, became one of the most fearsome creatures inhabiting the Dungeon of Doom - the first of the foul Maereghast."



You must attune to this glyphstone and carry it with you at all times to gain its benefits.

- **Fast Attunement** (Item quality, constant): Attuning to this magic item requires only five minutes, instead of a short rest. It does not count against the maximum number of magic items to which you may attune.

However, ending this attunement requires a short rest.

- **Prescient Personality** (Item quality, constant): The glyphstone is quasi-sentient, empathically feeding your sense that your ideas aren't just opinions... you can actually see glimpses of the future!

- **Replace Fate** (Minor power, constant): As a reaction, you may allow an ally to reroll an attack roll, ability check, or saving throw they have made.

However, one roll you make in the future (chosen by your DM) will be at disadvantage, and you cannot Replace Fate again until this roll has taken place.

- **Portent** (Major power, single use): Once, as an action, you may use the glyphstone to cast augury. The casting consumes 25 gp worth of gems, which you must have in your possession.

- **Twist Fate** (Major power, single use): Once, without spending an action, you may choose to reroll an attack roll, ability check, or saving throw you have made. You must use the second roll.

THE EIGHTH GLYPHSTONE OF ELDRID

Carved into this palm-sized chiseled stone is a glowing purple eldritch rune. The moment you touch the glyphstone, you can sense its great power. You immediately yearn to find more glyphstones, for you sense that there are others, and that bringing enough of them together will unlock greater power to aid you in your challenge.

You hear a smooth, baritone voice echoing in your mind:

"Intertwining with the tale of Zaltar and Sysuul is the story of a tiefling known as Ozraeline the She-Devil. This passionate infernal warrior was one of Andronicus's Bright Blades until her own cruel ambitions drove her to forge a pact with Volcanathar, a terrifying red dragon residing in the Abyss. She was banished from the holy order, and wandered in obscurity for many year through the darkest places in Mythras.

Ozraeline followed the warlock's path under the demonic dragon's tutelage, augmenting her formidable fighting prowess with the powers she learned to harness from her abyssal patron. She used this power to carve out a small domain for herself, where she ruled from a fortified tower upon a lonely hill. But she was not content – happiness eluded her, but she knew not why.

Eventually, word made it to the tiefling that her old master, Andronicus had been defeated. Knowing first-hand his prowess, Ozraeline was intrigued – who could have defeated the formidable paladin. She made a pilgrimage to find out.

Standing before the almost godlike cult leader, Ozraeline was awestruck by the power and passion of Sysuul. And the impressive dungeon being created in her name, was fascinating. Ozraeline was fascinated by a challenge that could test the grit and cunning of all who entered, and she herself desired to test her skills against it. She swore her sword to the serpent queen, and Sysuul was pleased by the offer of fealty.

Thus, Ozraeline entered the inner circle of the serpent cult"

You must attune to this glyphstone and carry it with you at all times to gain its benefits.

- **Fast Attunement** (Item quality, constant): Attuning to this magic item requires only five minutes, instead of a short rest. It does not count against the maximum number of magic items to which you may attune. However, ending this attunement requires a short rest.
- **Anxious Personality** (Item quality, constant): The glyphstone is quasi-sentient, making you feel high-strung and impulsive.
- **Transposition** (Minor power, constant): As an action, you may choose a creature within 30ft. If the creature is willing, or if it fails a DC 12/13/14 Intelligence saving throw, you and the creature both teleport, exchanging places.
- **Fly** (Major power, single use): Once, as a single action, you may cast the fly spell on both yourself and one other creature you touch. The spell is cast without the need for any material components.
- **Octet of the Long Rest** (Major power, single use): When this glyphstone and seven other glyphstones are brought together, and up to seven characters meditate for ten minutes around them, those characters receive the benefits of a long rest.



THE WALL WARD

Green light flickers through your vision.

You notice the torch on the back wall, behind the glowing obelisk, wavers and melts away. It reveals a pointed stone mounted on the wall in its place. The stone is wrapped in carved tentacles, and bears an eldritch rune.

The rune emanates a deep red glow and a menacing energy. You also notice a faint field of red energy surrounding both glyphstones, on the walls flanking the obelisk.

This faint red light seems to match that on the glowing stone you discovered, as if they are linked somehow.

FELGRIS

OZRAELINE'S ELDRITCH GREAT-SWORD

Weapon (greatsword), very rare

This long curving great-sword is surprisingly light; it is made of a metal that glows a pale blue in dim light or darkness. The name Felgris is written in infernal upon the blade. Ozraeline has made this weapon her warlock pact blade and can summon it to her hands with an action. However, the magic of the Menagerie's manacles prevents her from calling the weapon to her hand until she is freed.

The blade has the following qualities:

- The blade is very rare and does not require attunement.
- You gain a +2 bonus to attack and damage rolls made with this weapon.
- You gain a +2 bonus to spell attack rolls and to the saving throw DCs of your warlock spells.
- When you hit with an attack using this magic sword, the target takes an extra 1d6 lightning damage.
- You gain resistance to lightning damage while wielding this weapon.



THE NINTH GLYPHSTONE OF ELDRID

Carved into this palm-sized chiseled stone is a glowing purple eldritch rune. The moment you touch the glyphstone, you can sense its great power. You immediately yearn to find more glyphstones, for you sense that there are others, and that bringing enough of them together will unlock greater power to aid you in your challenge.

You hear a smooth, baritone voice echoing in your mind:

"As a member of Sysuul's snake cult, Ozraeline the tiefling led a swelling horde of acolytes through the towns and villages in the lands near the dungeon. They murdered thousands - men, women, and children alike. Ozraeline bound each victim's soul in a special phylactery provided to her by Zaltar. The phylactery was gifted to Zaltar by the lich Latroductus, and was intended to help him create the worst wickedness imaginable.

Harnessing this phylactery brimming with souls, Sysuul and Zaltar began constructing the Dais of the Dead - an ungodly monument to pain and suffering. The ambitious undertaking required dangerous amounts of eldritch power, so the pair conscripted a cabal of eight necromancers - Azelath, Raila, Dur'l'kel, Beleros, Zaeda, Goloth, Ylmar, and Lazalurn. This octet of dark wizards, combined with the multitude of souls captured within the phylactery, imbued the abominable edifice with lethal necrotic energy. However, Sysuul tricked the eight necromancers into absorbing this deadly magic, while she siphoned only the beneficial power invested within the dais. The wizards were instantly obliterated, while the serpent queen ascended to the dominion of demi-godhood.

With the Dais of the Dead complete, Sysuul foresaw her destiny as imminent. Every creature slain in her name, or within the influence of the Dais, would lose its soul into the necrotic artifact. And every soul captured this way made the serpent queen stronger. As long as her cult and the dungeon could continue killing living creatures her strength would continue to increase.

Nothing could stop her from gathering the power of a true god. Her divine ascension was nigh."



You must attune to this glyphstone and carry it with you at all times to gain its benefits.

• **Fast Attunement** (Item quality, constant): Attuning to this magic item requires only five minutes, instead of a short rest. It does not count against the maximum number of magic items to which you may attune. However, ending this attunement requires a short rest.

• **Caring Personality** (Item quality, constant): The glyphstone is quasi-sentient, urging you to make sure your companions are doing okay. Are they too hot? Do they need to pause and have some rations? Are they sure they can climb that wall without your help?

• **Resistant** (Minor power, constant): The first time in an encounter you take acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder damage, you gain resistance to that damage type until the end of the encounter. This power cannot trigger more than once per encounter.

• **Fly** (Major power, single use): Once, as a single action, you may cast the fly spell on both yourself and one other creature you touch. The spell is cast without the need for any material components.

• **Inspired Power** (Major power, single use): Once, when a spell or other effect requires a saving throw, you and any allies within 20 feet of you may roll a d4 and add the result to the saving throw result. In addition, you and any allies making the saving throw receive 5/8/10 temporary hit points.

Handout 2-1:

THE FATE OF THE MAREGHAST - *Freed The Mareghast*

Though you could have bent the Maereghast to your will, forcing them to serve you or another being, you freed the Maereghast. The Maereghast now may reach their intended afterlife and join their deities.

Each character receives inspiration. In addition, you sense that some of the Maereghast's deities have taken an interest in you and may assist you in the coming battle.

THE FATE OF THE MAREGHAST - *Bound the Maereghast to a Living Person*

Though you could have freed the Maereghast and allowed them to reach the afterlife, your need was too great. You have bound them to serving a member of your party.

Should that person die, you would have to return to the Dais of the Dead to bind them once more.

You can sense the Maereghast watching over you and preparing to aid you during the final battle.

THE FATE OF THE MAREGHAST - *Bound the Maereghast to Ozraeline*

Though you could have freed the Maereghast and allowed them to reach the afterlife, your need was too great.

You have bound them to serving Ozraeline. Ozraeline pledges to employ the Maereghast during the final battle.

Should she die, you would have to return to the Dais of the Dead to bind them once more.



THE TENTH GLYPHSTONE OF ELDRID

Carved into this palm-sized chiseled stone is a glowing purple eldritch rune. The moment you touch the glyphstone, you can sense its great power. You immediately yearn to find more glyphstones, for you sense that there are others, and that bringing enough of them together will unlock greater power to aid you in your challenge.

In your mind you hear a baritone voice tell the following tale:

"Ozraeline watched Sysuul's apotheosis with a mixture of awe and dread. She'd admired the ruthless sorceress from the moment that she'd met her. But now her reverence for the serpent queen grew to something more potent. If Ozraeline knew the corners of her own heart as well as she knew the grip of her blood-soaked sword, Felgris, she would call this feeling "love". But she merely considered her feelings to be zealous loyalty.

However, her admiration was tempered with some reservations. Ozraeline was no stranger to killing, but she'd never witnessed a blood-lust such as Sysuul's. Deep down she feared what would happen should the queen of forked tongues gain the true power of a god. But Ozraeline knew as long as she remained loyal and close, she would be safe.

To fan the flames of her zealousness, Ozraeline watched over her beloved mistress at all times. And thus she came to notice something troubling. One time too often she'd spied a cunning smirk on Zaltar's thin face—a smile which seemed to betray the hidden recesses of his mind.

Ozraeline suspected that the illusionist nursed his own plots and ambitions, and that his loyalty to Sysuul was overshadowed by his love for himself and for the dungeon that was, in essence, a monument to his own twisted genius.

Although Ozraeline may not have understood the convolutions of her own heart, she did understand her desire to protect Sysuul, who, now a demigod, required little in the way of protection. Indeed, when Ozraeline revealed her suspicions to Sysuul, the goddess scoffed and chided her devoted servant.

'I fear neither man nor beast,' she said. 'I am nigh immortal, now. Besides, Zaltar worships me. I know this.'

'Zaltar is neither man nor beast, he's... different.' Ozraeline replied. 'He's far more devious than you realize. But do not worry, my queen, I shall protect you if and when the time comes - even if it means sacrificing myself.' She knelt and kissed Sysuul's cold hand."

You must attune to this glyphstone and carry it with you at all times to gain its benefits.

- **Fast Attunement** (Item quality, constant): Attuning to this magic item requires only five minutes, instead of a short rest. It does not count against the maximum number of magic items to which you may attune. However, ending this attunement requires a short rest.

- **Blameless** (Item quality, constant): The glyphstone is quasi-sentient, pressing its personality upon you. Whenever you fail at something, you feel the urge to make outrageous statements explaining how the failure was not your fault.

- **Elusive** (Minor power, constant): You gain a +1 to all saving throws. If you hit with an attack and the d20 roll is 15 or higher, the target of the attack roll cannot take opportunity attacks against you until the end of your current turn.

- **Dimension Warp** (Minor power, constant): As a free action, you may expend a hit die without receiving any hit points. You teleport to an unoccupied space up to 15ft away that you can see.

THE STONE

AFTER SYSUUL SLEW ANDRONICUS, SHE SAVAGELY DISMEMBERED HIS CORPSE. SHE THEN BURIED HIS LIMBS AND HEAD IN THE FAR CORNERS OF MYTHRAS, AND ERECTED SHRINES TO HERSELF OVER THE REMAINS. SHE FORCED THE INHABITANTS OF EACH REGION TO LEAVE OFFERINGS AND LIBATIONS AT THE FOOT AN ALTAR IN EACH OF THE SHRINES.

ALTHOUGH THE MAJORITY OF THE FOLK THAT SYSUUL ATTACKED WERE EASILY SUBJUGATED, ULRICH SEVEN-FINGERS, CHIEFTAIN OF THE POWERFUL BEARHEART TRIBE, REFUSED TO HONOR THE SORCERESS, AND DESTROYED THE SHRINE THAT SHE'D ERECTED WITHIN HIS TRIBE'S FASTNESS. ENRAGED, SYSUUL ATTACKED ULRICH AND PAIR ENGAGED IN SINGLE COMBAT WHILE HER FORCES BUTCHERED THE TRIBE.

THE PAIR TWISTED ACROSS THE FIELD OF CARNAGE AND THREATENED TO PULL LIVING AND DEAD ALIKE WITHIN THE VORTEX OF THEIR CLANGING BLADES AND SHRIEKING SPELLS.

ALTHOUGH ULRICH WAS A FORMIDABLE WARRIOR, HE WAS ALSO LEARNED IN THE WAYS OF MAGIC. HE'D HEWN SCORES OF ENEMIES WITH HIS FLAME-INFUSED AXE, BUT SYSUUL MERELY SMILED WHENEVER THE FLAMES WREATHING HIS AXE LICKED HER FLESH. SYSUUL WAS EQUALLY DISMISSIVE OF THE ENSORCELLMENTS THAT ULRICH HURLED AT HER. NEITHER FIRE NOR SPELL HARMED HER AT ALL, AND SHE SEEMED TO ENJOY THE FEAR THAT THIS REALIZATION ENGENDERED IN ULRICH.

FINALLY, THE CHIEFTAIN SANK TO HIS KNEES, EXHAUSTED, BROKEN, AND YEARNING TO JOIN HIS SLAUGHTERED TRIBESMEN.

WITHOUT HESITATION, SYSUUL REMOVED ULRICH'S HEAD FROM HIS SHOULDERS. SHE THEN IMMOLATED ULRICH'S REMAINS AND REBUILT THE SHRINE WITH THE BONES AND SINEW OF HIS DECIMATED TRIBE. THE UNHOLY SHRINE WAS SAID TO CAST THE SHADOW OF A THREE-HEADED SERPENT, AND EMANATE A SOUND LIKE A THOUSAND SNAKES HISSING.

The Gargoyle's Tale

Dragons of all sorts abound in the annals of Mythras, but there are few as wicked as Volcamathar and her younger brother Incandantamos.

This infernal pair of ancient red dragons were renowned for their greed and their lustful joy in decimating armies, pilfering livestock, and turning towns and villages to ash. None were safe whilst these two roamed.

Not even Valoria, when just a few centuries ago the two great wyrms burned the skies and nearly destroyed the crown jewel of Mythras.

Valoria would have become a historical footnote had the siblings not grown disinterested in their endeavor and left the surviving inhabitants to extinguish the inferno that spread like plague through the city.

In truth, the pair would've easily destroyed the whole of Mythras were it not for their legendary laziness and apathy.

Soon, the siblings became so bored and wicked that they left Mythras behind and entered the Abyss. It isn't known how they found their way to the Abyss, but disparate sources from various summoned internals have confirmed what is here.

It is known that the pair found a home among the chaotic hordes of demon-kind and that Volcamathar wove a pact with a demon named X'eter'el.

Subsequently, the two exchanged lore, forgotten rituals and spells, and hatched sinister plots to undermine and usurp power from other demonic satraps and rulers.

While none of this is settling, the learned rest easier knowing that Volcamathar and Incandantamos no longer menace Mythras.

However, the draconic siblings are fond of occasionally reminding the goodly people that they still live. They accomplish this bit of deadly mischief by sending demons of their own creation to their erstwhile hunting grounds to cause trouble in their stead.

And the most nefarious demon that they've created is known as a Vermillion. Woe to any who crosses paths with this death-dealing beast.

A Vermillion is a savage predator, easily identified by its bright red color, and its massive maw. Its love of heat and fire is only matched by its sheer cunning.

Never underestimate this demon child of dragons for it dwells within places nothing else may survive.

It is a fierce and powerful beast that shares a natural resistance toward magic like its mother and loves to menace those that wield it.

A rare few have lived to tell tale of its fearsome roar. My advice – run.



THE TWELFTH GLYPHSTONE OF ELDRID

Carved into this palm-sized chiseled stone is a glowing purple eldritch rune. The moment you touch the glyphstone, you can sense its great power. You immediately yearn to find more glyphstones, for you sense that there are others, and that bringing enough of them together will unlock greater power to aid you in your challenge.

In your mind you hear a baritone voice tell the following tale:

"It should surprise no one that Zaltar was as insidious and cunning as he was treacherous and self-serving. He lived inside his own mind most of the time, exploring its uncharted depths and hatching sinister schemes for his own amusement. His thoughts were often more convoluted than his dungeon—a multi-tiered maze of endless possibilities.

He had no desire to conquer Mythras in any overt fashion; instead he sought to undermine and confuse the rightful rulers of the world. He wished to manipulate events merely for the sake of doing so. Such was the inscrutable mind of the illusionist.

He found Ozraeline's attempts to discern his schemes pathetically amusing, and he lured her into a trap. Through illusions and well-placed whispers into Sysuul's ear, he poisoned the serpent queen's thoughts: he convinced her that Ozraeline was disloyal and would attempt to murder her mistress to gain godlike power for herself.

Enraged by this apparent betrayal, Sysuul imprisoned Ozraeline before the tiefling could plead her case. However, before Sysuul could slay her apparent betrayer Zaltar convinced her to stay her hand.

He counseled that spending an eternity in spectral service was too good an end for Ozraeline - such a backstabber didn't deserve to be in the presence of her majesty, she deserved banishment and endless solitude. Zaltar promised to whisk the offending tiefling from Sysuul's sight and ensure that she suffered unendingly in retribution for her crimes.

Normally, Sysuul would have savored the chance to inflict eternal torment on a traitor. But now her ascension to godhood was so close that she could only focus on gluttonously gathering more divine power.

She bade Zaltar deal with Ozraeline, and that was the last anyone saw of the tiefling."



You must attune to this glyphstone and carry it with you at all times to gain its benefits.

- **Fast Attunement** (Item quality, constant): Attuning to this magic item requires only five minutes, instead of a short rest. It does not count against the maximum number of magic items to which you may attune. However, ending this attunement requires a short rest.

- **Prodigy** (Item quality, constant): The glyphstone is quasi-sentient, pressing its personality upon you. It believes you are destined to be a powerful arcanist, and that you should excel at magic, no matter the cost. You may decide whether and to what extent this quality influences you.

- **Arcane Gift** (Minor power, constant): You gain +1 to all spell attack rolls.

- **Arcane Sacrifice** (Minor power, constant): You may expend a hit die to gain advantage on your next two spell attack rolls. You may instead expend two hit dice to re-roll a spell attack roll you have just made.

- **Eldritch Domination** (Major power, single use): As a free action, you may use this power and expend a hit die. For your next two spells requiring a saving throw, one of the targets of each spell (your choice, if there is more than one target) has disadvantage on the saving throw.

THE SHIELD OF ANDRONICUS

This thin and long metal shield is made from deep blue steel decorated with gold trim. Initially, the center of the shield shows a circle of small rubies.

You must attune to this shield and ready it to gain its benefits.

- **Fast Attunement** (Item quality, constant): Attuning to this magic item requires only five minutes, instead of a short rest. Ending this attunement requires a short rest.
- **Holy Symbol** (Item quality, constant): While the shield is attuned to you, the rubies on the front of the shield display the holy symbol of your deity, if you worship a good-aligned deity. This counts as wielding a holy symbol.
- **Resilience of Andronicus** (Item quality, constant): This shield provides a +1/2 bonus to AC. If you also wield the *sword of Andronicus*, you gain advantage on saving throws against spells or other magical effects.
- **Elemental Absorption** Elemental Absorption (Item quality, once per encounter): The first time you suffer elemental damage in an encounter, you gain resistance against that element. The resistance takes effect after the damage is applied, and is lost when you end combat.
- **Levitation:** (Item quality, once per long rest): You may cast the levitate spell without requiring any material components.



THE ELEVENTH GLYPHSTONE OF ELDRID

Carved into this palm-sized chiseled stone is a glowing purple eldritch rune. The moment you touch the glyphstone, you can sense its great power. You immediately yearn to find more glyphstones, for you sense that there are others, and that bringing enough of them together will unlock greater power to aid you in your challenge.

In your mind you hear a baritone voice tell the following tale:

"Sysuul's cult began to spread slaughter to the far corners of Mythras. Every innocent slain in the name of the serpent queen was in turn gathered into the putrid stones of the Dais of the Dead. And each new soul invested Sysuul with additional might. The soon-to-be goddess fed upon this glut of power, swooning and moaning as raw vitality surged through her veins. She grew ravenous for ever more souls - a thirst for the life-force of innocents that was insatiable. If her acolytes couldn't find enough victims to please her, she set her followers upon one another and fed the terrifying platform with so much power that the stones wept blood.

The body and mind of the serpent queen swelled with might. She grew so powerful that she felt as though she could reach into the firmament above and strangle the very stars. She was pleased, and yet she hungered for even more. She could taste her full ascension to godhood. All that remained for her apotheosis was a shrine and a final ritual."



You must attune to this glyphstone and carry it with you at all times to gain its benefits.

- **Fast Attunement** (Item quality, constant): Attuning to this magic item requires only five minutes, instead of a short rest. It does not count against the maximum number of magic items to which you may attune. However, ending this attunement requires a short rest.

- **Upbeat** (Item quality, constant):

The glyphstone is quasi-sentient, pressing its personality upon you. When you or another party member suffers a setback, the glyphstone encourages you to loudly voice the positive side of things and proclaim just how wonderfully everything is sure to turn out.

- **Agile** (Minor power, constant): You gain a +1 to Dexterity saving throws and your speed increases by 10 feet.

- **Enhanced Reflexes** (Major power, single use): Once, as a bonus action, you may cast the haste spell (self only) without needing any material components.

- **Quartet of the Long Rest:** (Major power, single use): When this glyphstone and seven other glyphstones are brought together, and up to seven characters meditate for ten minutes, the characters receive the benefits of a long rest. you know the result.

THE KOBOLDS' WONDROUS WAND

Wand of Wonder

Wand, rare (requires attunement by a spellcaster)

This wand has 7 charges. While holding it, you can use an action to expend 1 of its charges and choose a target within 120 feet of you. The target can be a creature, an object, or a point in space. Roll d100 and consult the following table to discover what happens.

If the effect causes you to cast a spell from the wand, the spell's save DC is 15. If the spell normally has a range expressed in feet, its range becomes 120 feet if it isn't already. If an effect covers an area, you must center the spell on and include the target. If an effect has multiple possible subjects, the GM randomly determines which ones are affected.

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into dust and is destroyed.

D100 EFFECTS:

- | | | | | | |
|-------|--|-------|---|-------|--|
| 01-05 | You cast <i>slow</i> . | 50-53 | You enlarge the target as if you had cast <i>enlarge/reduce</i> . If the target can't be affected by that spell, or if you didn't target a creature, you become the target. | 88-90 | A stream of 1d4 × 10 gems, each worth 1 gp, shoots from the wand's tip in a line 30 feet long and 5 feet wide. Each gem deals 1 bludgeoning damage, and the total damage of the gems is divided equally among all creatures in the line. |
| 06-10 | You cast <i>faerie fire</i> . | 54-58 | You cast <i>darkness</i> . | 91-95 | A burst of colorful shimmering light extends from you in a 30-foot radius. You and each creature in the area that can see must succeed on a DC 15 Constitution saving throw or become blinded for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. |
| 11-15 | You are <i>stunned</i> until the start of your next turn, believing something awesome just happened. | 59-62 | Grass grows on the ground in a 60-foot radius centered on the target. If grass is already there, it grows to ten times its normal size and remains overgrown for 1 minute. | 96-97 | The target's skin turns bright blue for 1d10 days. If you chose a point in space, the creature nearest to that point is affected. |
| 16-20 | You cast <i>gust of wind</i> . | 63-65 | An object of the GM's choice disappears into the Ethereal Plane. The object must be neither worn nor carried, within 120 feet of the target, and no larger than 10 feet in any dimension. | 98-00 | If you targeted a creature, it must make a DC 15 Constitution saving throw. If you didn't target a creature, you become the target and must make the saving throw. If the saving throw fails by 5 or more, the target is instantly petrified. On any other failed save, the target is restrained and begins to turn to stone. While restrained in this way, the target 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 target is freed by the greater restoration spell or similar magic. |
| 21-25 | You cast <i>detect thoughts</i> on the target you chose. If you didn't target a creature, you instead take 1d6 psychic damage. | 66-69 | You shrink yourself as if you had cast <i>enlarge/reduce</i> on yourself. | | |
| 26-30 | You cast <i>stinking cloud</i> . | 70-79 | You cast <i>fireball</i> . | | |
| 31-33 | Heavy rain falls in a 60-foot radius centered on the target. The area becomes lightly obscured. The rain falls until the start of your next turn. | 80-84 | You cast <i>invisibility</i> on yourself. | | |
| 34-36 | An animal appears in the unoccupied space nearest the target. The animal isn't under your control and acts as it normally would. Roll a d100 to determine which animal appears. On a 01-25, a rhinoceros appears; on a 26-50, an elephant appears; and on a 51-100, a rat appears. | 85-87 | Leaves grow from the target. If you chose a point in space as the target, leaves sprout from the creature nearest to that point. Unless they are picked off, the leaves turn brown and fall off after 24 hours. | | |
| 37-46 | You cast <i>lightning bolt</i> . | | | | |
| 47-49 | A cloud of 600 oversized butterflies fills a 30-foot radius centered on the target. The area becomes heavily obscured. The butterflies remain for 10 minutes. | | | | |



THE TORN PARCHMENT

PRAISE BE TO SYSUUL! The sanguine auguries foretell the time is nigh! All rites of aruspicina and dritromancy yield the same revelation - the Mistress will soon shake off Her torpor. We have heard the Mistress' whispers. We have seen Her visions. We have heeded the dreams She sends. And now we will hasten Her inexorable Return! At long last, the night of crimson flames is to come.

PRAISE BE TO SYSUUL! We have offered a multitude of oblations - for Six fortnights we have spilled the blood of all who do not follow the True Path and sent their souls to serve Her Divine Will; we have immolated the entrails of three score priests of the false faiths and conducted the aruspicina with their dying breaths; and we have ended a single newborn babe before it saw the fire of its first sunrise - all as the Mistress demands it. Thus, we began our journey with Her most auspicious Blessings.

PRAISE BE TO SYSUUL! We have gathered our group in the sacred count of Six - one for each of the Mistress' Eyes. The members of this chosen group should please the Mistress. Among us are three Cobras who have each slain more than a score of themselves; an Asp who has performed the sanguine rites every midnight; two Vipers who have cast their bodies into the wells of six villages; a man who has personally put her Name of the Mistress upon the lips of the most obedient of his flock. And we have secured the bindings.

PRAISE BE TO SYSUUL! We have heard the Mistress' whisper grow louder - we draw closer every moment. The night of crimson flames is almost at hand. Twice now we have seen the Blessing of the Mistress hidden in this tomb. First, as we entered we saw Her Holy Light like a beacon on the wall. The feeble enchantments of a doddering old wizard could not mask their emerald glow. Second, we saw an even brighter beacon in the next room. This Holy Orb was strong enough to bless the first glyphstone we claimed.

PRAISE BE TO SYSUUL! We know the Mistress holds the numbers Three and Six to be Sacred. Her Threefold presence would manifest itself in a Third collection of Holy Orbs. We feel they are close. We can hear Her whispering growing stronger. We must find the Mistress' mark. Surely She will have Blessed more of the glyphstones!

P.

THE TORN MAP

circle
we have; two
than six score infidel
slavishly conducted the
it for the past three cycles,
poured the sacred venom
ages, bringing throngs of
only end; and an Adder who
own progeny to the blade in the
stress. We are the most pure, the
and the most bloodthirsty among the
shall have the honor of shattering the

PRAISE BE TO SYSUUL! We have marched
through this foul prison of illusion and trickery, leaving
a trail of holy blood in our wake. Mercilessly have we
obliterated all who stood in our path. We discovered a
wretched liar whom did not recognize us for True
Believers. She begged for freedom, and revealed herself
to be whom we think is the great betrayer! It is a
shame we do not have the time to interrogate this
infidel - the Mistress is so close, we cannot leave Her
waiting! We left this betrayer rotting in her chalas so
that we may return with the Mistress and entreat her
with a decade of torment.

...Praise be Sysuul! A curse upon the non-believers, the
eleventh glyphstone is missing! We must search for the
thief in a strange tunnel. The portents grow silent, and
the omens grow dark inside the earthen lair. We have
bled ceaselessly in this accursed labyrinth, but we will
not fail the Mistress. We shall soon set Her free. It
will be time to erect new shrines from the bodies of
the fallen. It will be time to water the crops with
blood. It will be time for the great feast of all flesh.
It will be a time to burn all the infidels in the sacred
fire. A time to immolate all impurities from the earth.
At long last the night of the crimson flames will
be unleashed.
Our Mistress we are coming!



THE TWO HALVES

Encounter 14:
Kri Colony

PRAISE BE TO SYSUUL! The sanguine auguries foretell the time is nigh! All rites of *auspicina* and *drilromancy* yield the same revelation – the Mistress will soon shake off Her torpor. We have heard the Mistress' whispers. We have seen Her visions. We have heeded the dreams She sends. And now we will hasten Her inexorable Return! At long last, the night of crimson flames is to come.

PRAISE BE TO SYSUUL! We have offered a multitude of oblations – for Six fortnights we have spilled the blood of all who do not follow the True Path and sent their souls to serve Her Divine Will; we have immolated the entrails of three score priests of the false faiths and conducted the *auspicina* with their dying breaths; and we have ended a single newborn babe before it saw the fire of its first sunrise – all as the Mistress demands it. Thus, we began our journey with Her most auspicious Blessings.

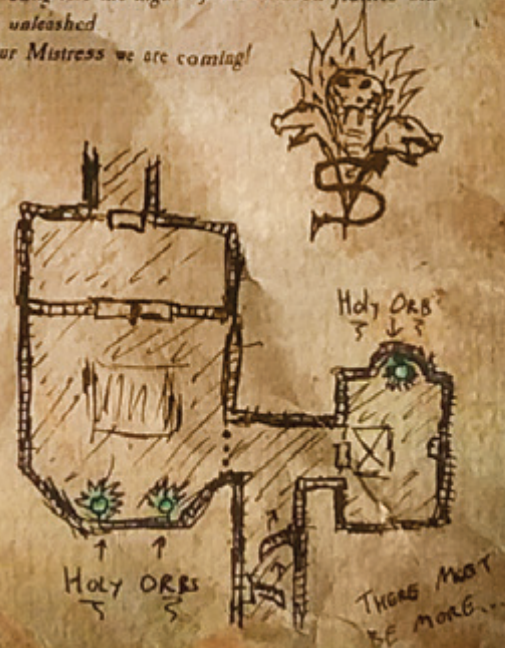
PRAISE BE TO SYSUUL! We have gathered our group in the sacred count of Six – one for each of the Mistress' Eyes. The members of this chosen circle should please the Mistress. Among us we have: two Cobras who have each slain more than six score infidel themselves; an Asp who has flawlessly conducted the sanguine rites every midnight for the past three cycles; two Vipers who have each poured the sacred venom into the wells of six villages, bringing throngs of non-believers to an early end; and an Adder who personally put her own progeny to the blade in the Name of the Mistress. We are the most pure, the most obedient, and the most bloodthirsty among the flock. And we shall have the honor of shattering the bindings.

PRAISE BE TO SYSUUL! We have marched through this foul prison of illusion and trickery, leaving a trail of holy blood in our wake. Mercilessly have we obliterated all who stood in our path. We discovered a wretched liar whom did not recognize us for True Believers. She begged for freedom, and revealed herself to be whom we think is the great betrayer! It is a shame we do not have the time to interrogate this infidel – the Mistress is so close, we cannot leave Her waiting! We left this betrayer rotting in her chains so that we may return with the Mistress and eatrest her with a decade of torment.

PRAISE BE TO SYSUUL! We have heard the Mistress' whisper grow louder – we draw closer every moment. The night of crimson flames is almost at hand. Twice now we have seen the Blessing of the Mistress hidden in this tomb. First, as we entered we saw Her Holy Light like a beacon on the wall. The feeble enchantments of a doddering old wizard could not mask their emerald glow. Second, we saw an even brighter beacon in the next room. This Holy Orb was strong enough to bless the first glyphstone we claimed.

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Praise be Sysuul! A curse upon the non-believers, the eleventh glyphstone is missing! We must search for the thief in a strange tunnel. The portents grow silent, and the omens grow dark inside the earthen lair. We have bled ceaselessly in this accursed labyrinth, but we will not fail the Mistress. We shall soon set Her free. It will be time to erect new shrines from the bodies of the fallen. It will be time to water the crops with blood. It will be time for the great feast of all flesh. It will be a time to burn all the infidels in the sacred fire. A time to immolate all impurities from the earth. At long last the night of the crimson flames will be unleashed.
Our Mistress we are coming!



THE THIRTEENTH GLYPHSTONE OF ELDRID



Carved into this palm-sized chiseled stone is a glowing purple eldritch rune. Unlike previous glyphstones, this one radiates darkness.

In your mind you hear a baritone voice tell the following tale:

"After decades of toil, arcane rites, and savage bloodshed, the Dungeon of Doom was finally completed. The capstone was the great dais in the final shrine. The massive slab of obsidian was harvested in a dark dimension of unholy ilk, and so infused with necrotic energy that just touching it could damage the soul of a Living creature.

To top off the dais, Zaltar unveiled a surprise gift for the queen of forked tongues. He'd secretly crafted a massive idol for her: a three-headed serpent statue, encrusted in rubies, gilded with gold, and towering nearly twenty feet high. The awe-inspiring idol clutched a brazier that held an everburning flame; the fire crackled with the sound of burning flesh and shrieked with the screams of the dying. Sysuul was delighted with the gift.

The moment you touch the glyphstone, you can sense its great power... but also its corruption. You immediately become attuned to this glyphstone.

- **Cursed** (Item quality, constant): You must carry this glyphstone with you at all times, though you can still touch it to Sysuul's black altar. A *remove curse* spell ends the glyphstone's effects upon you and allows you to place it in a bag or other container so that you may carry it without becoming further cursed. If you or another creature touches it again, whoever touches it become cursed once more.
- **Completionist** (Item quality, constant): The glyphstone is quasi-sentient, pressing its personality upon you. You want to start what you have finished.

The completion of the dungeon was commemorated with a ritual which took three days and included scores of mutilations, placations to forgotten deities, and incantations in forbidden tongues. The grand culmination of these rites was a ceremony of binding between Sysuul and Zaltar. Sysuul would tether his soul to hers, draining his life-force and giving her the final element of eldritch empowerment she needed to become a true god.

Sysuul's goal was never realized, however.

The ceremony began as intended. But the moment Sysuul braided fingers with Zaltar in preparation for the binding—he flickered out of existence. The mage who stood beside her had been nothing more than a phantasm—an illusion controlled remotely by the real Zaltar. Instead of becoming a goddess, Sysuul was left standing alone at the pitch-black altar. The walls of the shrine and the entire dungeon echoed with her bellows of rage.

Zaltar had used his illusions and guile to deceive Sysuul all along—to provide him with the power and dark forces necessary to create his dungeon and imbue it with an unholy life of its own. He had also cleverly modified the final commemoration rituals. Instead of infusing Sysuul with the ultimate power of a god, the ritual was actually designed to capture her with godlike force. All her strength would then be used to fuel and maintain the dungeon for an eternity. That which had provided Sysuul with nearly limitless power—the Dais of the Dead—was now turned against her, locking her away. And the glorious idol that Zaltar had given her would be her endless prison.

This is where I, Archmagus Eldrid Occolan, enter the tale. It was I who crafted the soul trap statue for Zaltar. An arcane prison, empowered by the very energy harnessed in the dungeon—the souls of the living. The key to this prison I split into 13 parts and entrusted to Zaltar to guard in his elaborate deathtrap dungeon. As wary as ai was to work with the treacherous mage, I saw no other way to protect my beloved Mythras.

And thus, the great trap was set into motion and Zaltar's scheme came to completion. With a thunderclap that shook the Erinthor Mountains to their tallest peak, Sysuul's soul was forcibly ripped out of her body. As her mortal form was torn asunder, the queen of forked tongues unleashed a scream so full of hate and vitriol that it instantly struck dead all the acolytes that heard it. And with that, Sysuul's black soul was entombed within the great three-headed snake statue, where it still lingers, filled with burning hatred and vengeance to this very day."

- **Mark of the Serpent** (Item quality, constant): Your teeth become fangs, and you gain a serpent's tongue. You have a +2 to Wisdom (Perception) checks. Any snake creatures or creatures allied with Sysuul immediately recognize that you are cursed, and attack you last if you encounter them while accompanied by others they regard as enemies.
- **Vulnerable to Sysuul** (Item quality, constant): When Sysuul attacks you, she scores a critical hit on an unmodified roll of 15-20. Each time you are struck by a critical hit by Sysuul, you may attempt a DC 13/14/15 Charisma saving throw. On a success, you are no longer cursed by the thirteenth glyphstone.

VECTIS

SYSUUL'S SCIMITAR

Weapon (scimitar), legendary (requires attunement)

The moment you touch this massive scimitar it immediately shrinks to the perfect size for you to wield.

The keen blade is made of mithril, and the hilt is made of deep bronze. It is inlaid with rubies and carved with writhing serpents. Inscribed in the hilt in infernal script is the name of the weapon "Vectis". The sword radiates an aura of intense necrotic energy.

- You gain a +2 bonus to attack and damage rolls made with this magic weapon
- Hit points lost to this weapon's damage can be regained only through a short or long rest, rather than by regeneration, magic, or any other means.
- Once per turn, when you hit a creature with an attack using this magic weapon, you can wound the target. At the start of each of the wounded creature's turns, it takes 1d4 necrotic damage for each time you've wounded it, and it

it can then make a DC 15/16/17 Constitution saving throw, ending the effect of all such wounds on itself on a success. Alternatively, the wounded creature, or a creature within 5ft of it, can use an action to make a DC 15/16/17 Wisdom (Medicine) check, ending the effect of such wounds on it on a success.

- Once per day, when you hit a creature with an attack using this magic weapon, you can inflict the target with a Blight spell, cast as a 4th/5th/6th-level spell
- As long as you are attuned to this weapon you are always considered to have one failed death save. This failed death save cannot be removed short of a *wish* spell.



SYSUUL'S NECKLACE

Wondrous item, Legendary (requires attunement)

The moment you touch this massive necklace it immediately shrinks to fit your neck. It is a golden necklace, adorned with 6 flawless rubies. Etched in the setting above the central ruby is the phrase "Immolate the impure", written in infernal.

- This necklace has 1/2/3 ruby beads hanging from it. You can use an action to detach a bead and throw it up to 60 feet away. When it reaches the end of its trajectory, the bead detonates as a 3rd-level *fireball* spell (save DC 15).
- You can hurl multiple beads, or even the whole necklace, as one action. When you do so, increase the level of the *fireball* by 1 for each bead beyond the first.

- Every day at sunset, the necklace regrows 1d2 beads.
- While attuned to this item, any time you inflict fire damage you may re-roll 1's or 2's for that damage.
- As long as you are attuned to this item you are vulnerable to cold damage.





Appendix C:

Maps



Zaltar's Throne

Secret Exit

Zaltar's Game Table

Double Doors

Crossbow Trap

Entrance

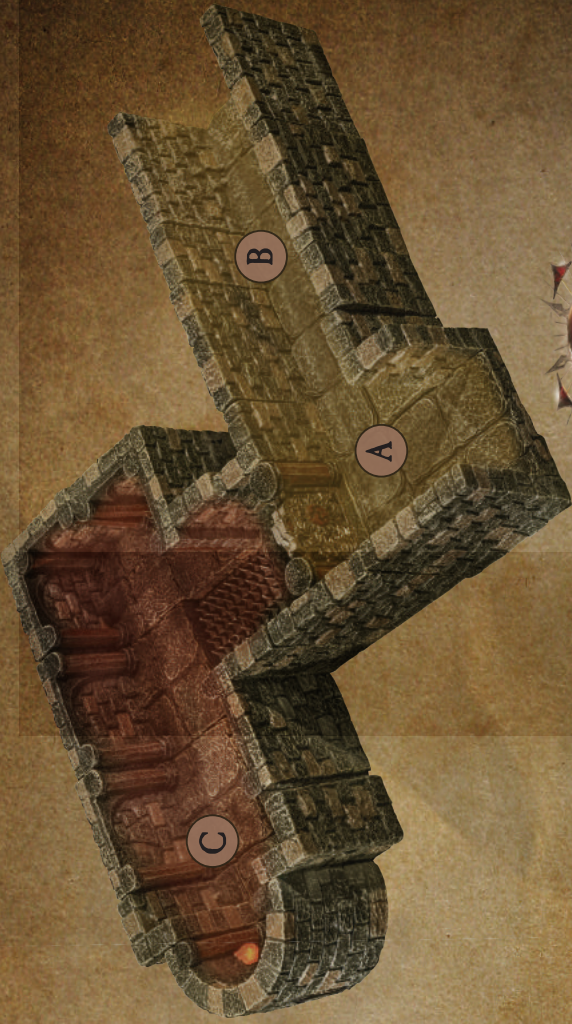


A Entrance Chamber

B Zaltar's Gameroom

Encounter One:
 Zaltar's Gameroom



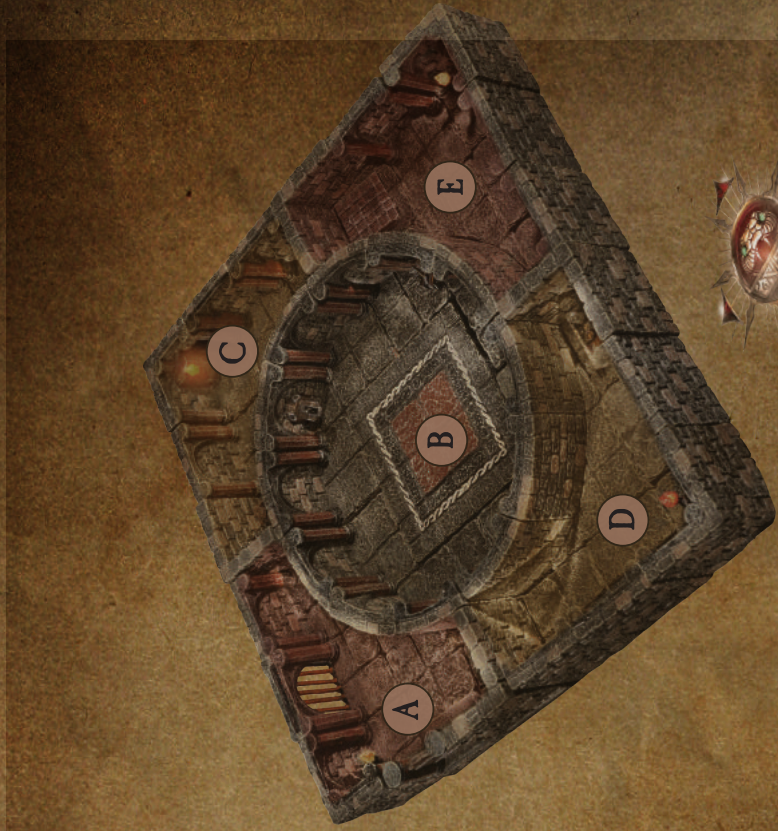


- A** Hallway Intersection
- B** Blade-Trapped Hallway
- C** Arcane Alcove

Encounter Two:

Arcane Alcove





- A Entrance Room
- B Central Chamber
- C Chamber of Law
- D Chamber of Chaos
- E Chamber of Neutrality

Encounter Three: Lever Chamber



- A Hallway
- B Main Chamber
- C Room Of The Last Fire
- D Room Of Deadly Waters
- E First Treasury
- F Second Treasury

Encounter Four: Deadly Corners

Exit (Leads to Acid Bath)

Hound

Entrance

Gargoyles

Spike Pit Trap

Pressure Plate

Illusionary Wall

Moving Spike Wall

Sticky Landing

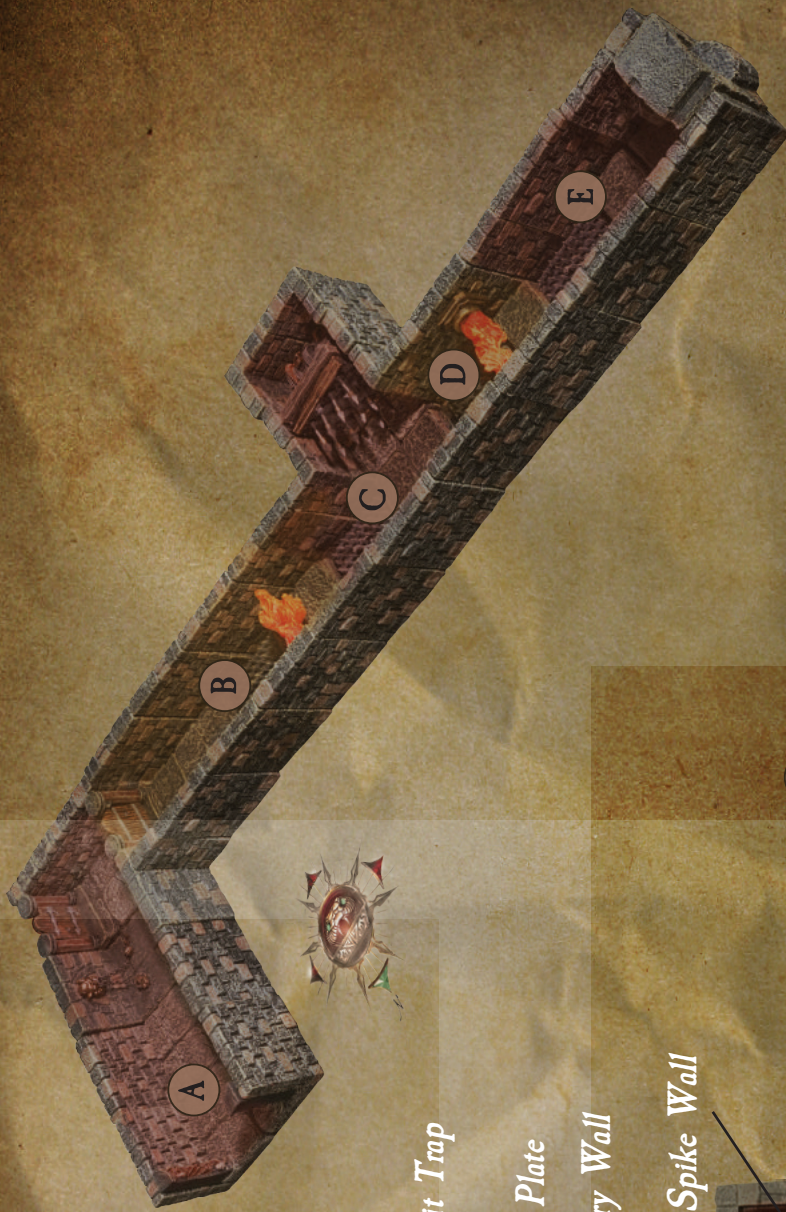
Third Spike Pit

Holes and Swarm Dropping Net Trap

Launching Net Trap

Hand-Severing Blade Trap

Glyphstone



A Gargoyle Hallway

B First Pit And Landing

C Second Pit And Spear Wall

D Third Pit, Net Trap, And Landing

E Fourth Pit And Final Landing

Encounter Five:

The Gauntlet

Swinging Blade

Serpent Brazier

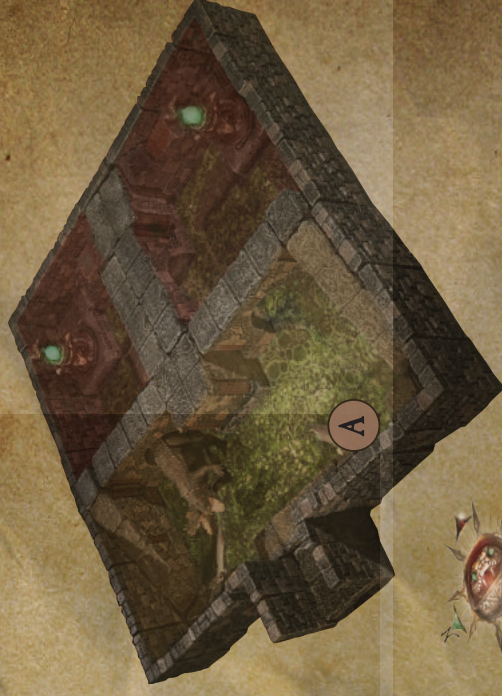
Skeleton

Acid

Swinging Blade

Serpent Brazier

Amulet



A Acid Bath

Encounter Six: Acid Bath



Glyphstone

Treasure Chamber

Runic Golems

Gorgon

Combat Begins
On Level C

Trap Stair Tile

Main Chamber,
Ground Level

Mosaic
Antechamber

Runic Golems



A Mosaic Antechamber

B Main Chamber, Ground Level

C Main Chamber, Upper Level

D Treasure Chamber

Encounter Seven:

Gorgon Tiers



A

B

C

F

E

D



A Stairway And Antechamber

B Riddle Pillar

C Puzzle Chamber

D Treasure Room D

E Treasure Room E

F Treasure Room F



B

Riddle Pillar

Treasure Room D

D

Treasure Room E

E

Treasure Room F

F

C Puzzle Chamber

A

Stairway And Antechamber

Encounter Eight: Puzzle Floor



*Encounter Eight:
Puzzle Floor*



- A Hallway
- B Warded Doors
- C Side Pools
- D Chamber Of The Obelisk

Encounter Nine: Eldritch Pools



Glyphstone

B

Secret Door

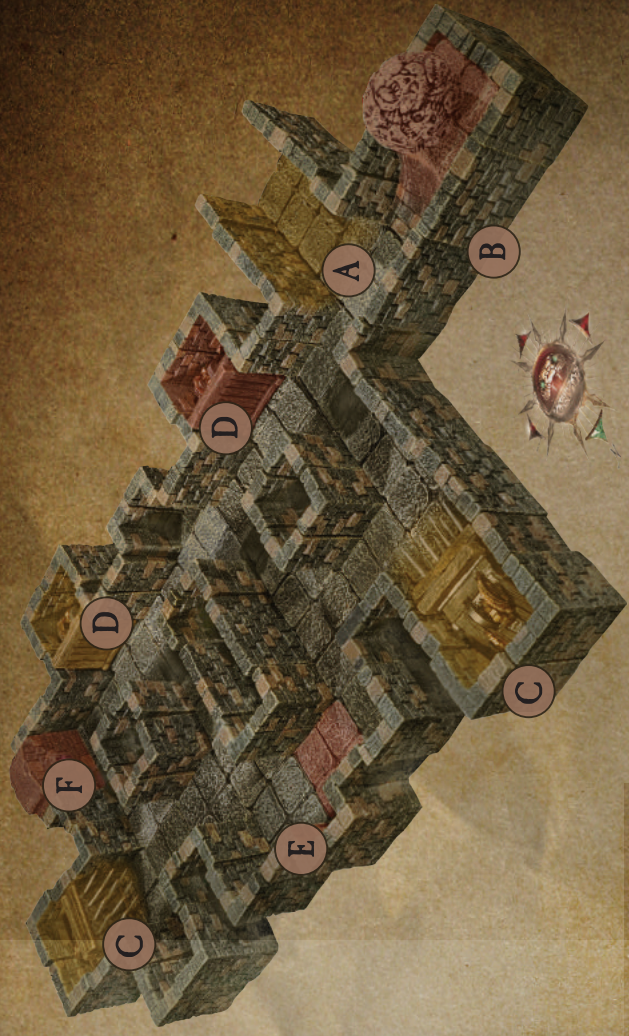
A

The Prison

Ozmeline's Cell

- A The Prison
- B Secret Door

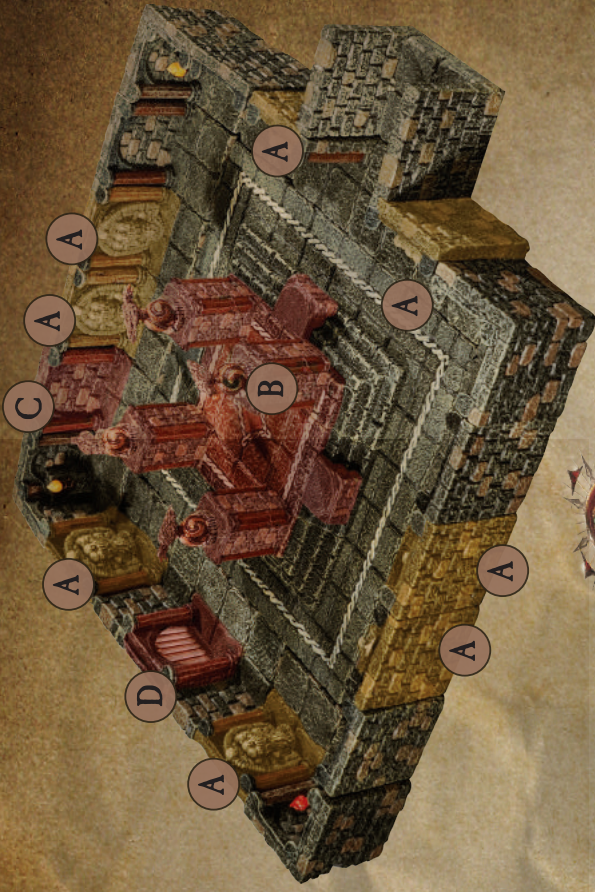
Encounter Ten: The Menagerie



- A Entrance And First Lava Pit
- B Doomroller
- C Moving Wall Spears
- D Moving Walls
- E Second Lava Pit
- F Plinth Arch

Encounter Seven: Doomroller's Labyrinth





- A Ossuary Grottos
- B Dais and Pillars
- C Secret Door To The Khri Colony
- D Exit To The Lava Bridge



Secret Door
To The Khri Colony

Dais and Pillars

Ossuary
Grottos

Exit To The
Lava Bridge

Ossuary
Grottos

Ossuary Grottos

Raven Spheres

Encounter Twelve: Dais of the Dead



Draconic Hallway

Grand Stairway

Breach Wall

Chamber Of Orbs And Fire

Lava Chamber

Alcove

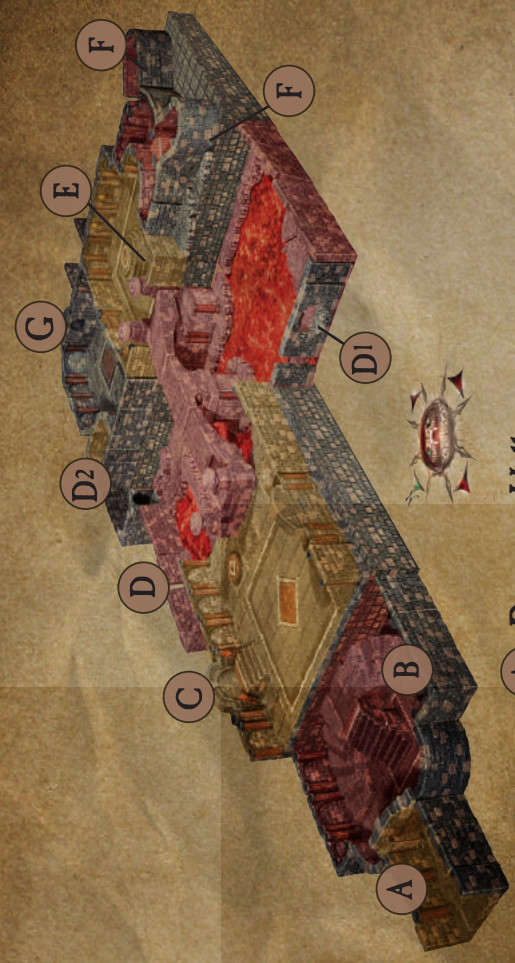
Lever Puzzle

Alcove

Dais And Glyphstone

Chamber Of Snakes

Door To The Vault Entrance



Draconic Hallway

Grand Stairway

Chamber Of Orbs And Fire

Lava Chamber

Breach Wall

Door To The Vault Entrance

Dais And Glyphstone

Alcove

Chamber Of Snakes

Encounter Thirteen:

Lava Bridge

To Lava Bridge



Khri Egg Chamber

Hidden Spike Traps

Body

Chamber Of The Glyphstone

Lava Chamber And Kobold Lair

Central Chamber

Symbiote Egg Chamber

Khri Egg Chamber

Khri Egg Chamber

Entrance From Menagerie

Chamber Of The Fallen

Symbiote Egg Chamber

Tunnel Junction

Khri Egg Chamber

H

A

C

B

D

E

E

C

F

E

D

E

F

G

H

A Entrance From Menagerie

B Chamber Of The Fallen

C Symbiote Egg Chamber

D Tunnel Junction

E Khri Egg Chamber

F Central Chamber

G Chamber Of The Glyphstone

H Lava Chamber And Kobold Lair

Encounter Fourteen:

Khri Colony

Idol of Sysuul

Forsaken
Altar

Chamber Of
Sacrifices

Sacrificial Pit

Fireball Trap

Chamber Of
The Final Glyphstone

C
Inner Sanctum

A

B

C

A Chamber Of The Final Glyphstone

B Chamber Of Sacrifices

C Inner Sanctum

Encounter Fifteen: Shrine of Sysuul

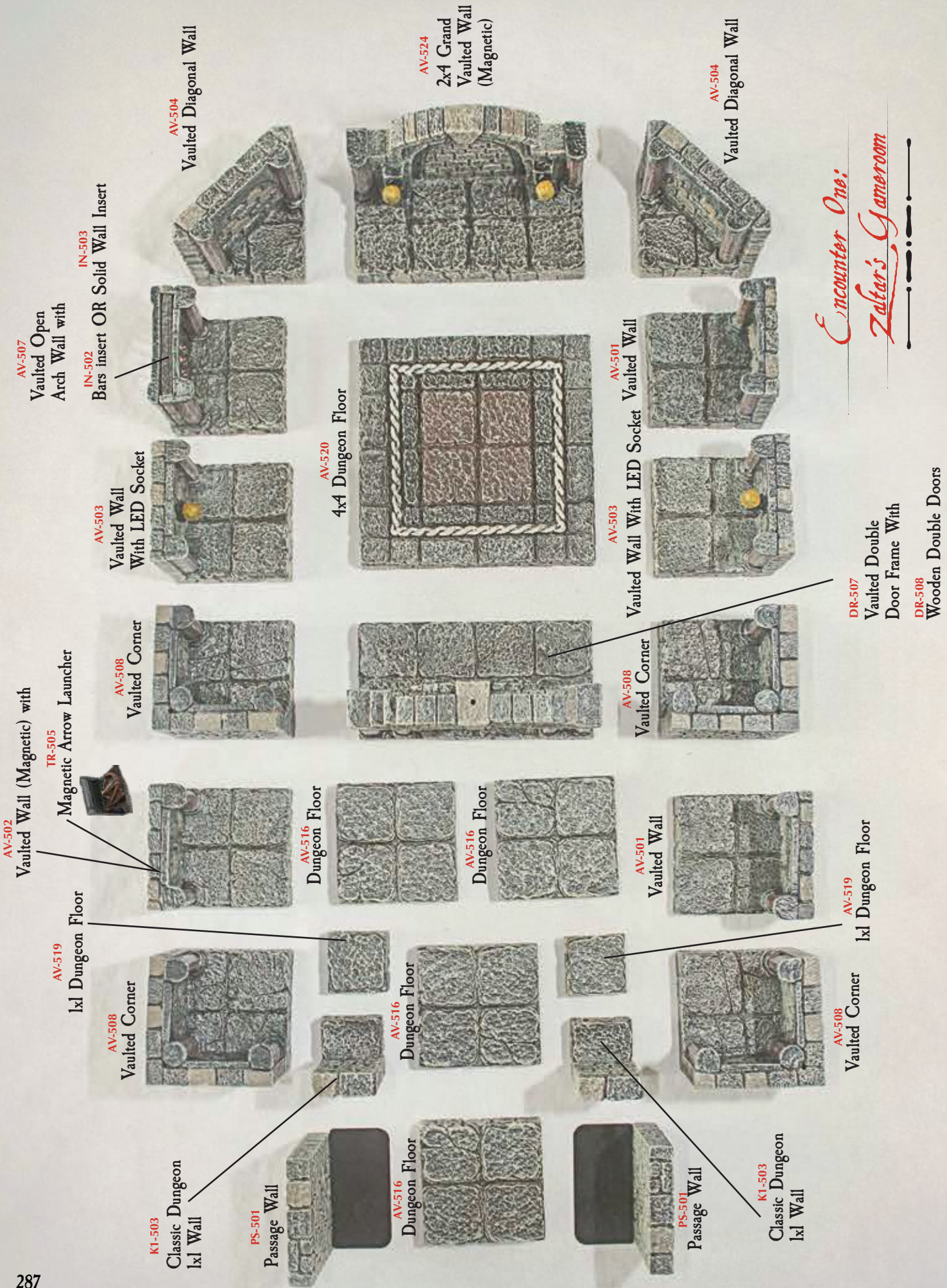




Appendix D:

Build Guides





Encounter One:
Zakar's Gameroom

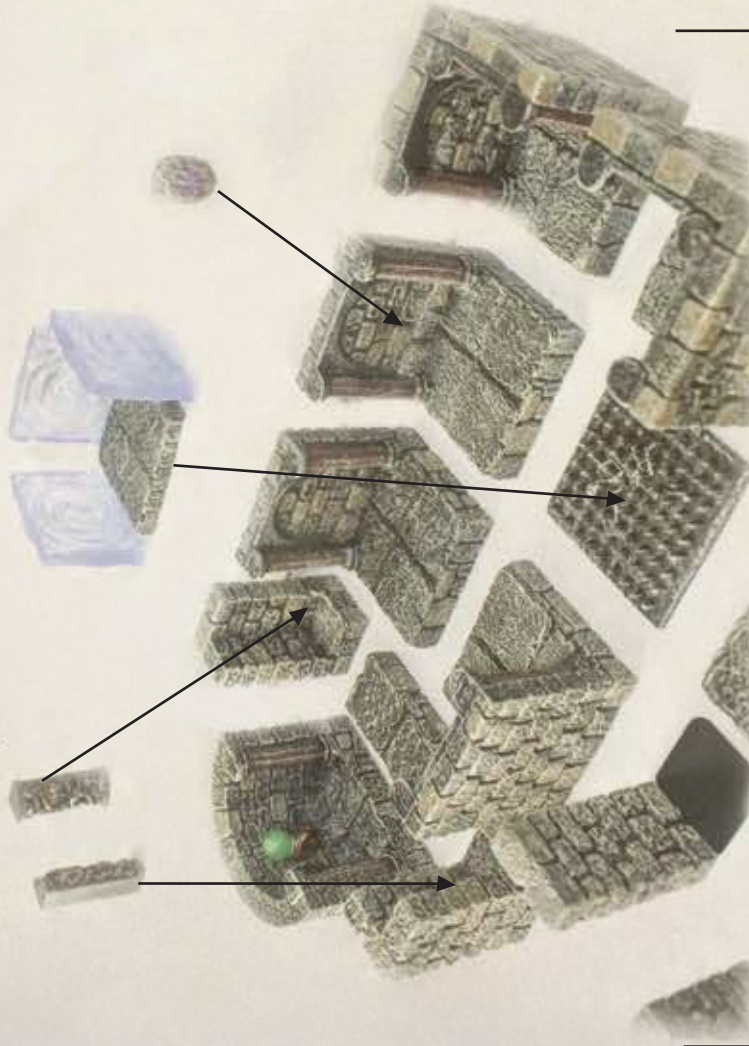


Encounter One:
Zaltar's Gameroom

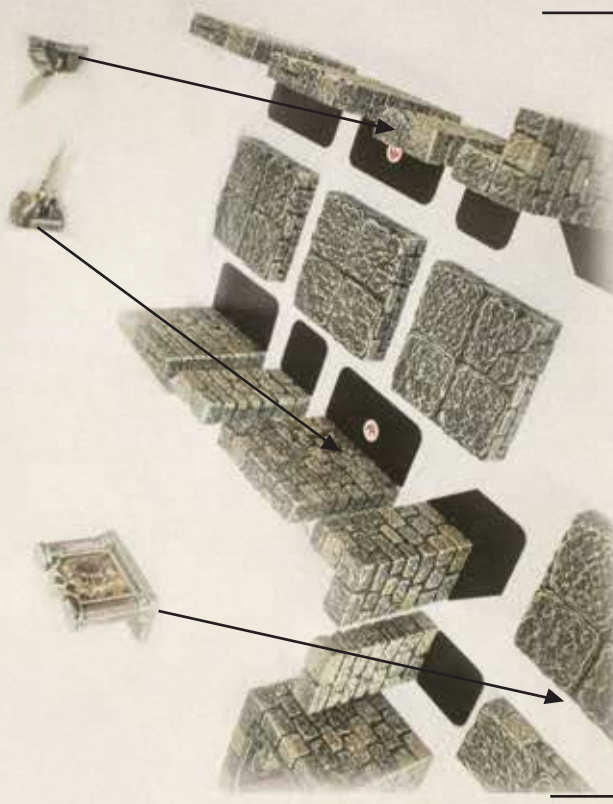


*Encounter Two:
Arcane Alcove*

PS-502 Magnetic Passage Wall with
TR-502 Magnetic Swinging Blade Trap



View Into Arcane Alcove



View Into Blade-Trapped Hallway

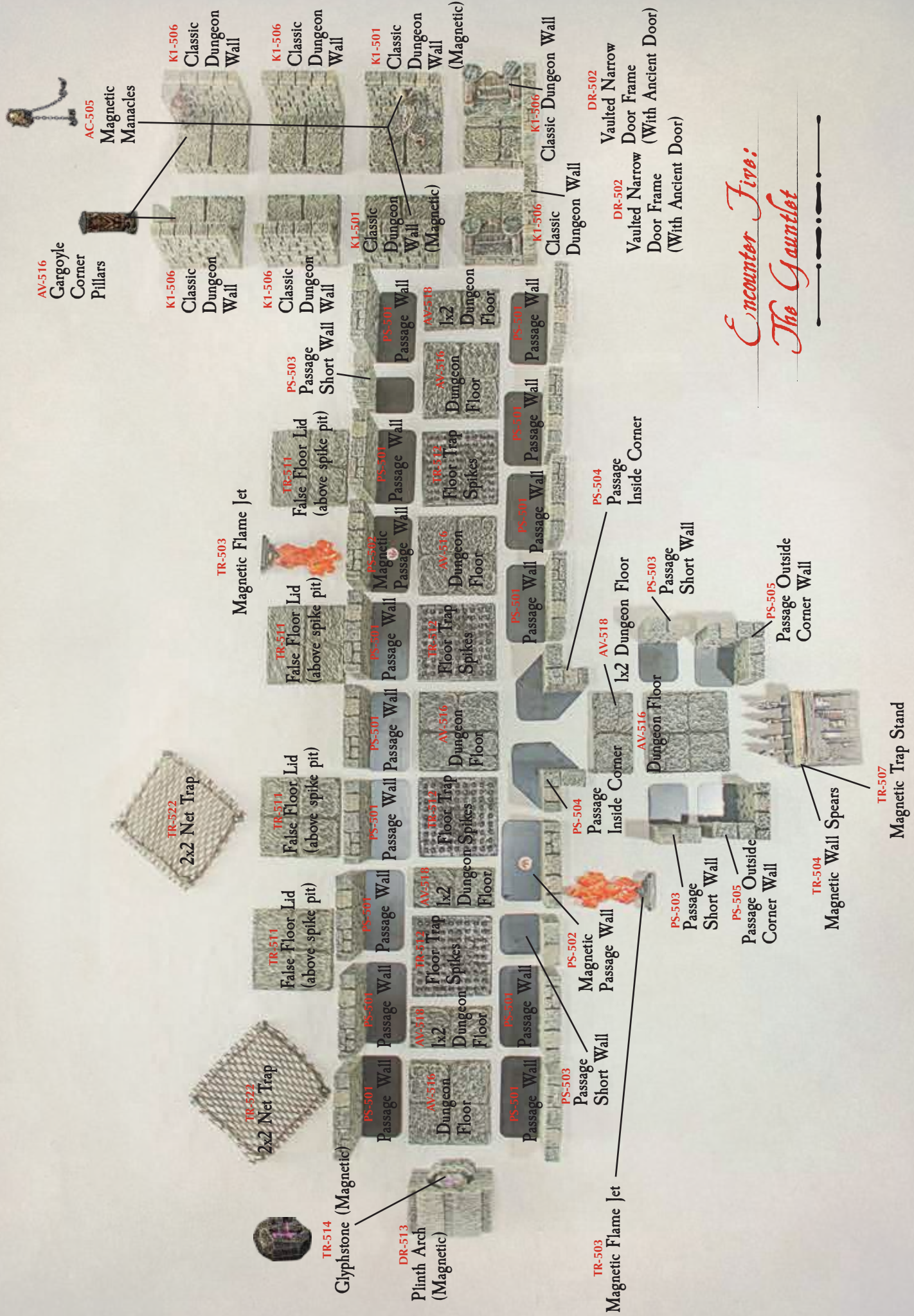
Encounter Two:
Arcane Alcove



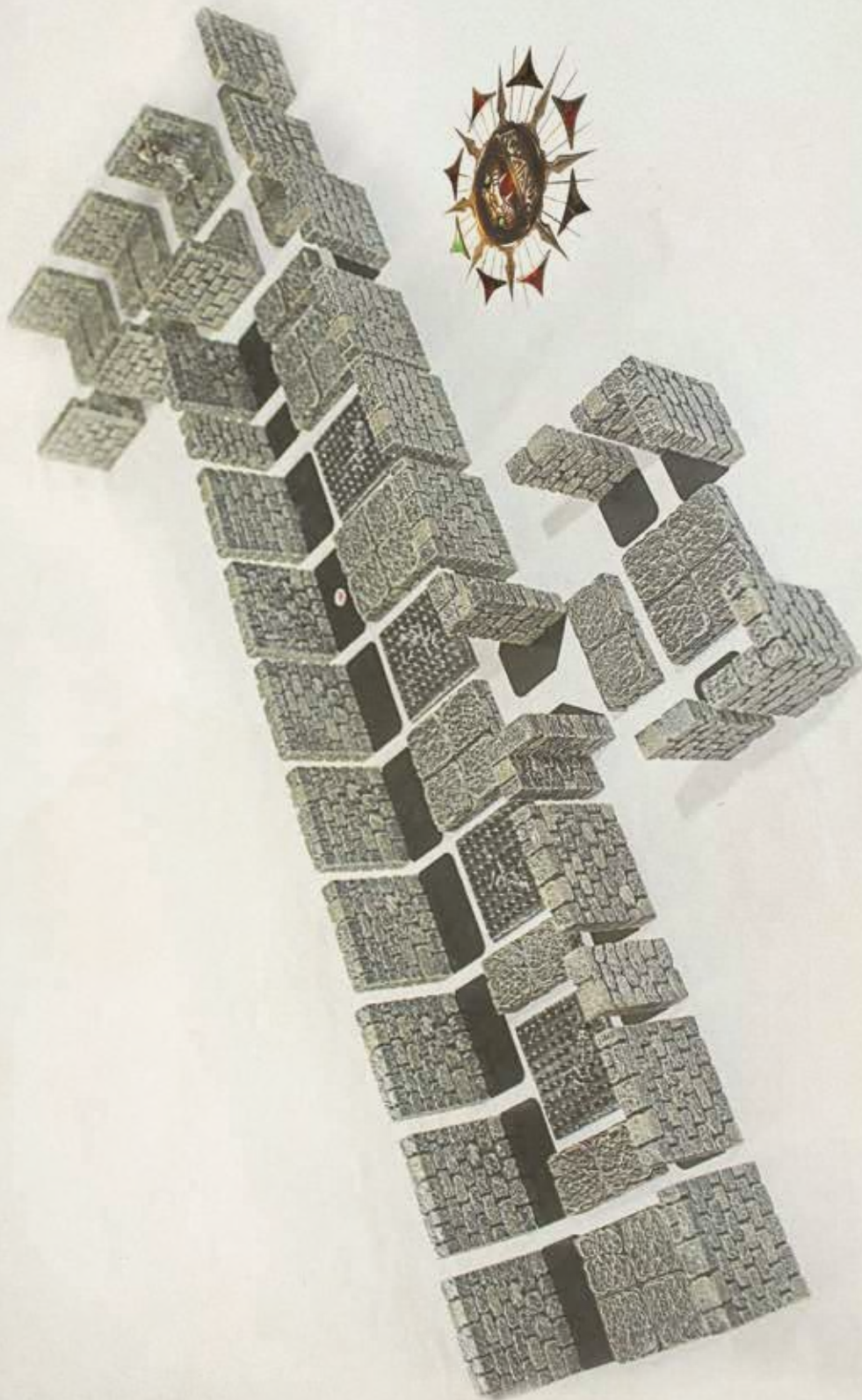
*Encounter Three:
Lover Chamber*



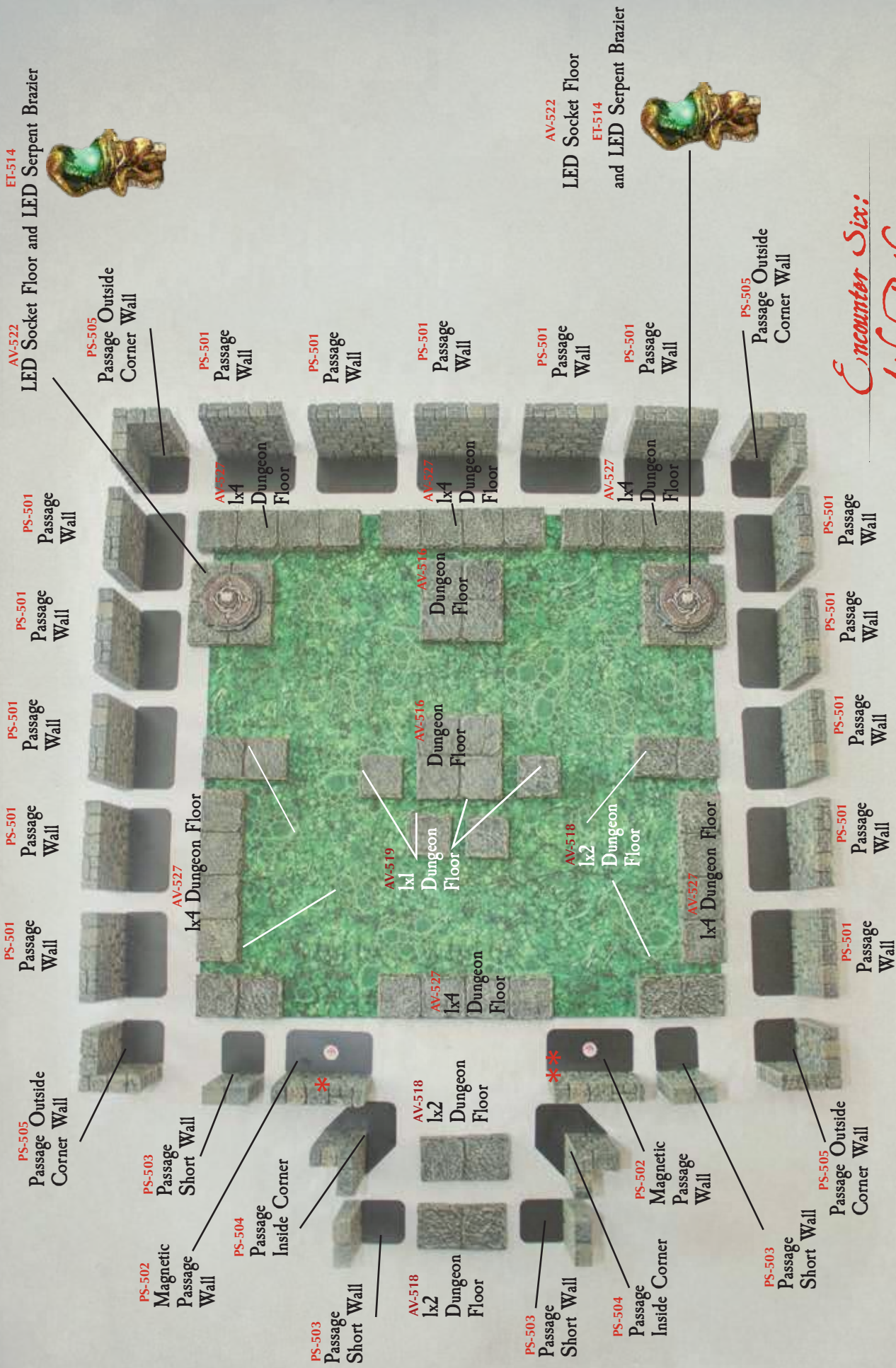
*Encounter Four:
Deadly Corners*



*Encounter Five:
The Gauntlet*



*Encounter Five:
The Gauntlet*



*Encounter Six:
Acid Bath*



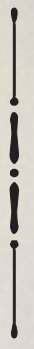
* TR-502 Magnetic Swinging Blade Trap

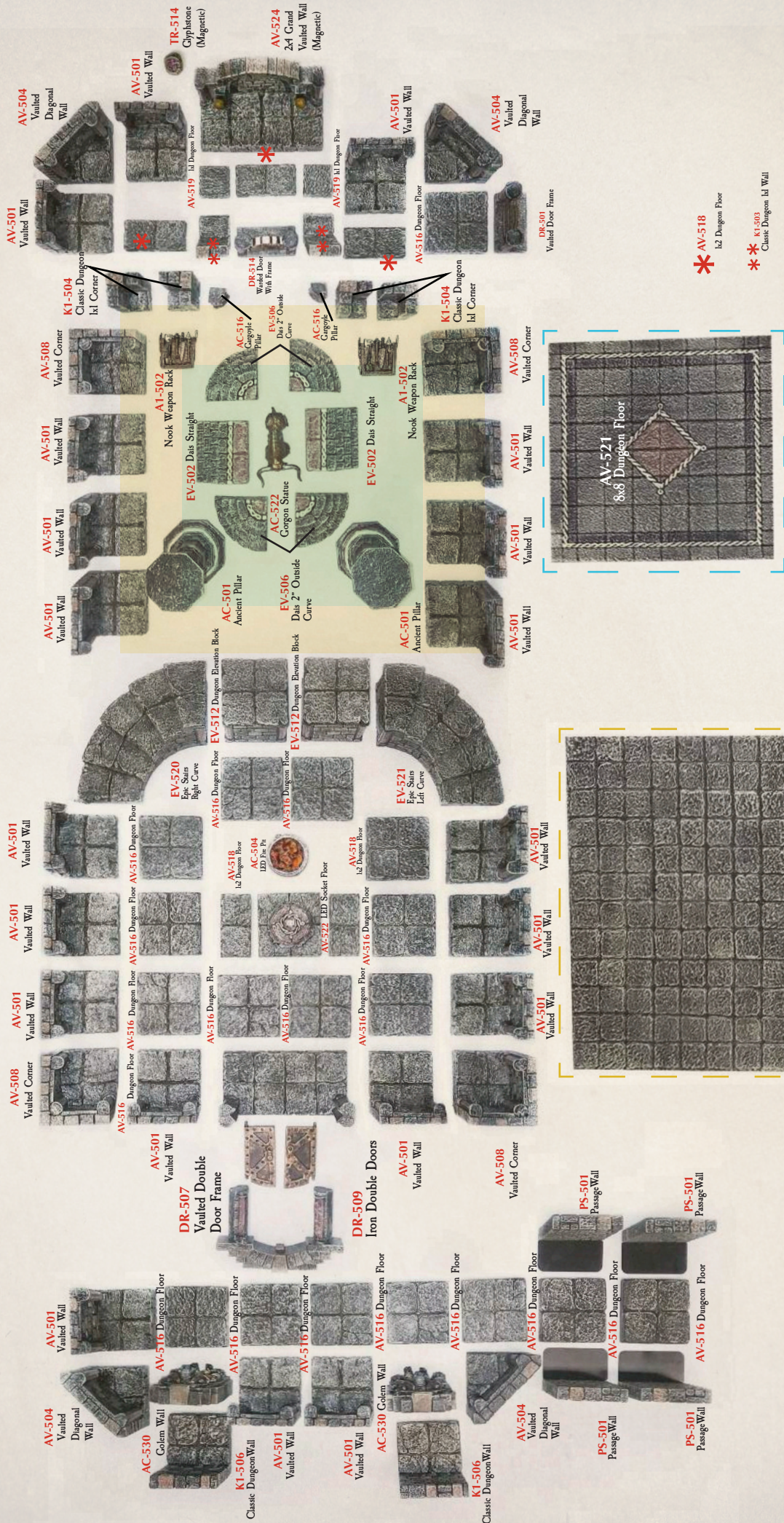


** TR-502 Magnetic Swinging Blade Trap



*Encounter Six:
Acid Bath*

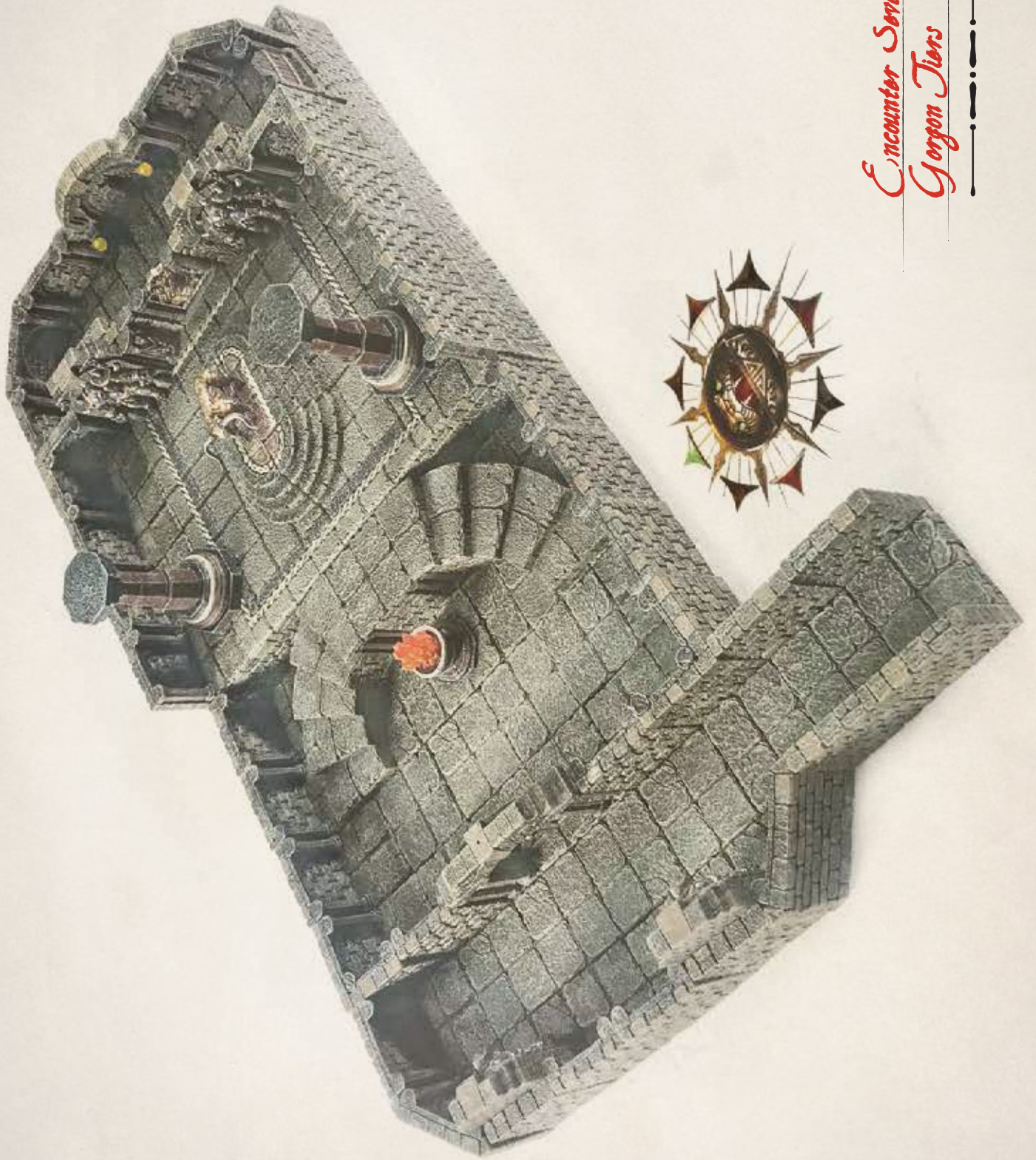




Encounter Seven: Gorgon Tiers

[] = Dungeon Platform
[] = 8x8 Dungeon Floor

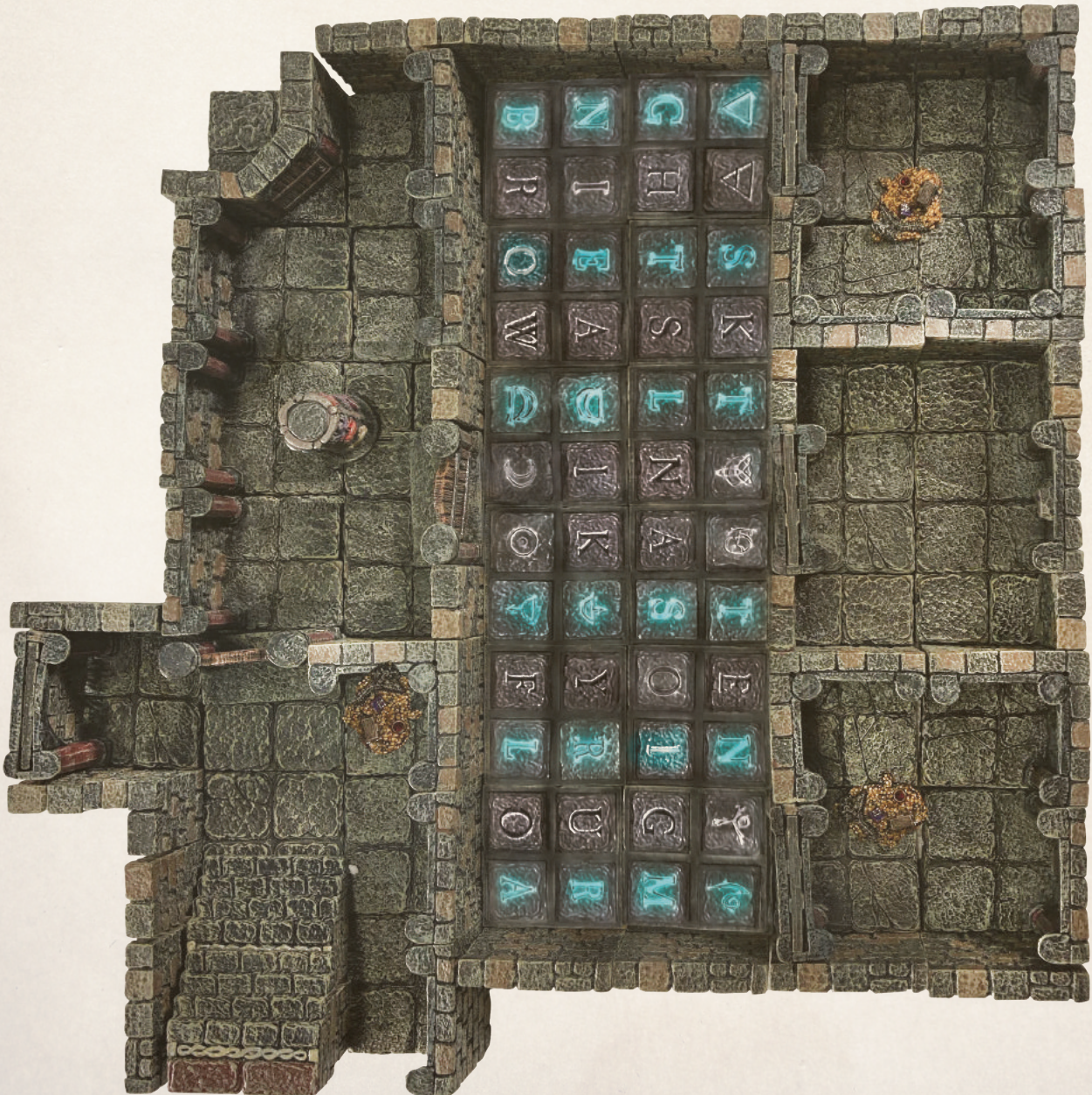
EV-501 12' Dungeon Platform
With Lid -
Please note that
lid is removed and
not used in build.



*Encounter Seven:
Gorgon Tiers*



*Encounter Eight:
Puzzle Floor*



*Encounter Eight:
Puzzle Floor*

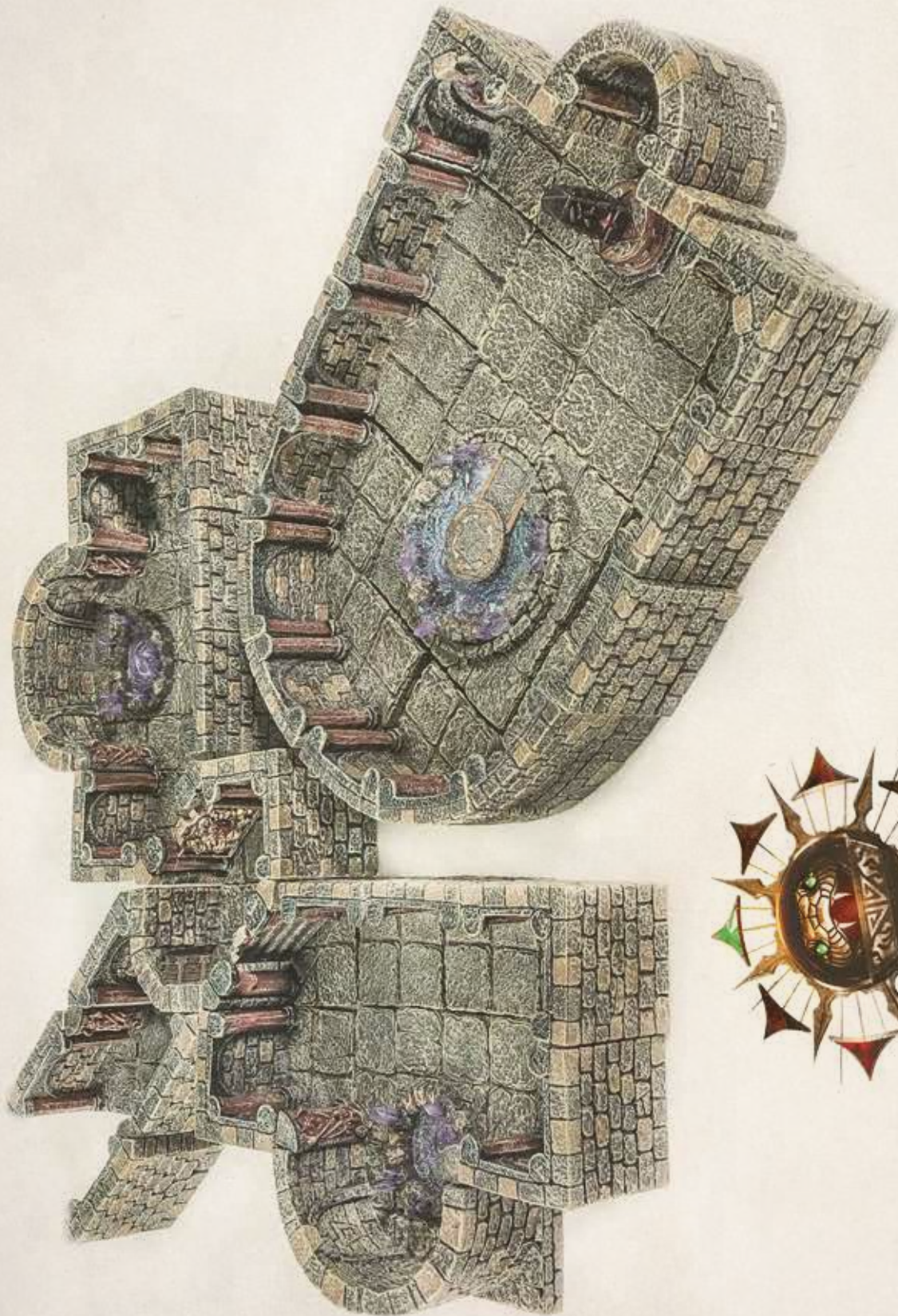


*Encounter Eight:
Puzzle Floor*



*Encounter Mine:
Eldritch Pools*





*Encounter Mine:
Eldritch Pools*

PS-501
Passage Wall



TR-514
Magnetic Wall Cyph



K1-505
Classic Dungeon
Freestanding Corner
(Magnetic)



K1-506
Classic Dungeon Wall



AC-524
Cage Wall



K1-506
Classic Dungeon Wall



K1-506
Classic Dungeon Wall



DR-501
Vaulted Door Frame With Ancient Door



AV-511
Corner Secret Door



K1-502
Classic Dungeon Wall W/ LED Socket



AV-516
Dungeon Floor



AV-516
Dungeon Floor



AC-523
Cage Corner



AV-516
Dungeon Floor



AC-524
Cage Wall



AV-516
Dungeon Floor



AC-525
Cage Door



AV-508
Vaulted Corner



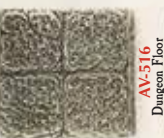
K1-506
Classic Dungeon Wall



K1-502
Classic Dungeon Wall W/ LED Socket



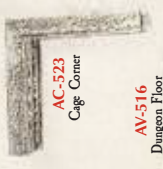
AV-516
Dungeon Floor



AV-516
Dungeon Floor



AC-523
Cage Corner



AV-516
Dungeon Floor



AC-524
Cage Wall



AV-516
Dungeon Floor



AC-523
Cage Corner



AV-516
Dungeon Floor



AV-508
Vaulted Corner



AV-516
Dungeon Floor



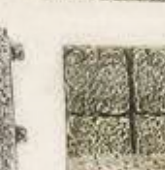
AC-525
Cage Door



00-000
Ornament



AC-524
Cage Wall



K1-506
Classic Dungeon Wall



AC-525
Cage Door



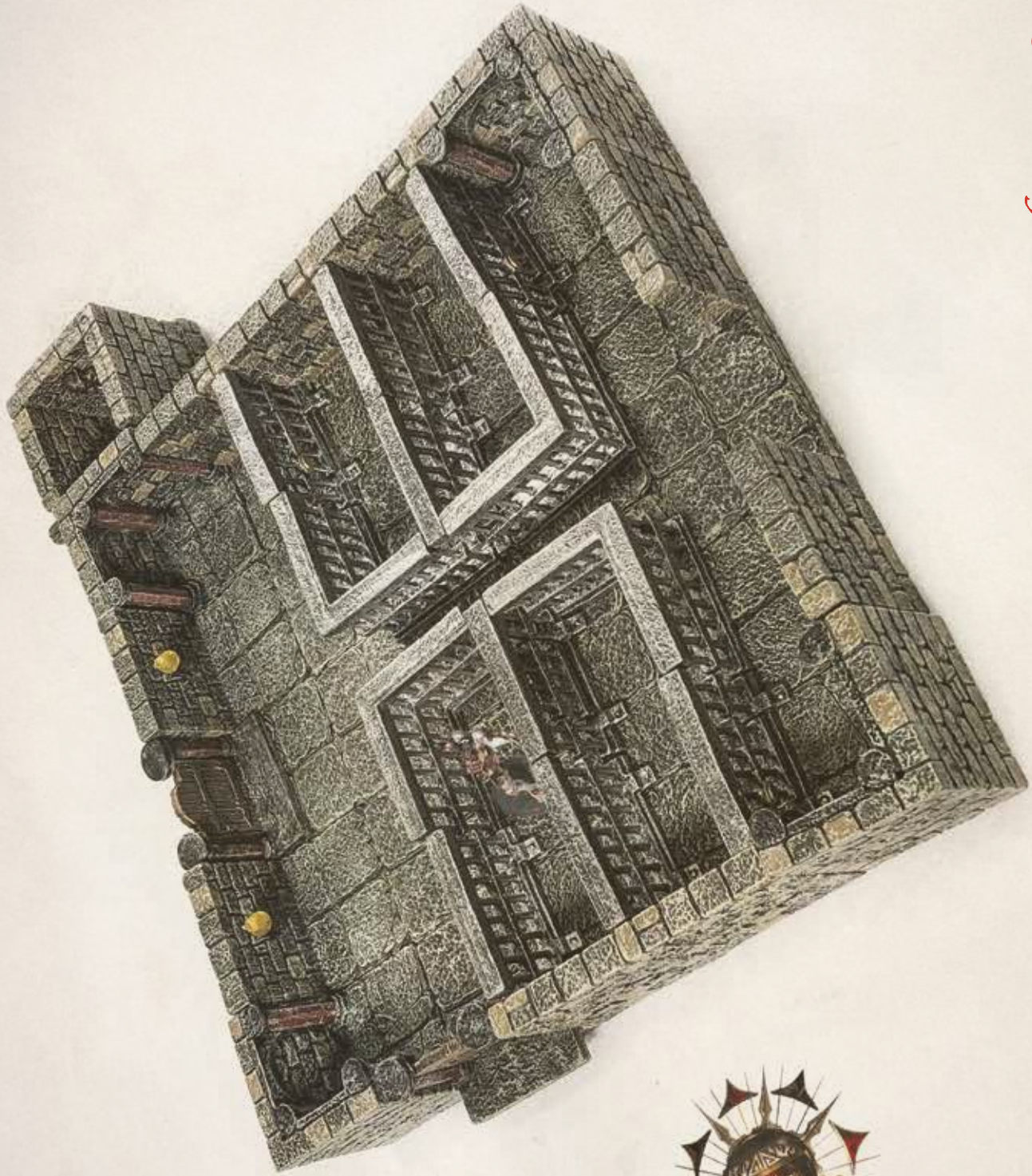
AV-508
Vaulted Corner



K1-506
Classic Dungeon Wall



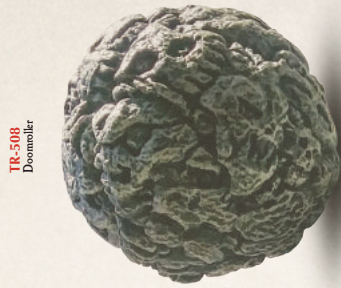
Encounter Ten: The Menagerie



*Encounter Ten:
The Menagerie*



*Encounter Eleven:
Doomroller's Labyrinth*



TR-508
Doomroller



TR-519
Giant Boulder



TR-507
Magnetic Trap Stand



TR-507
Magnetic Trap Stand



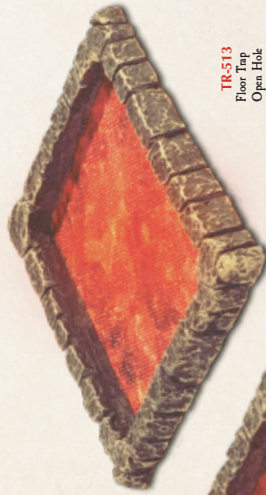
TR-504
Magnetic Wall Spears

TR-507
Magnetic Trap Stand

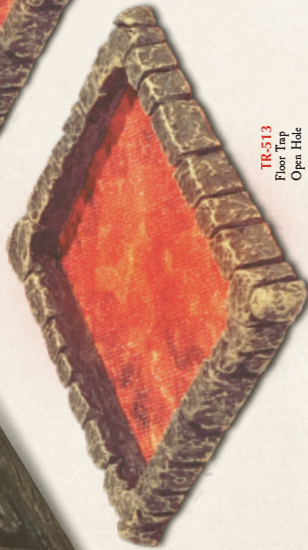


TR-507
Magnetic Trap Stand

TR-504
Magnetic Wall Spears

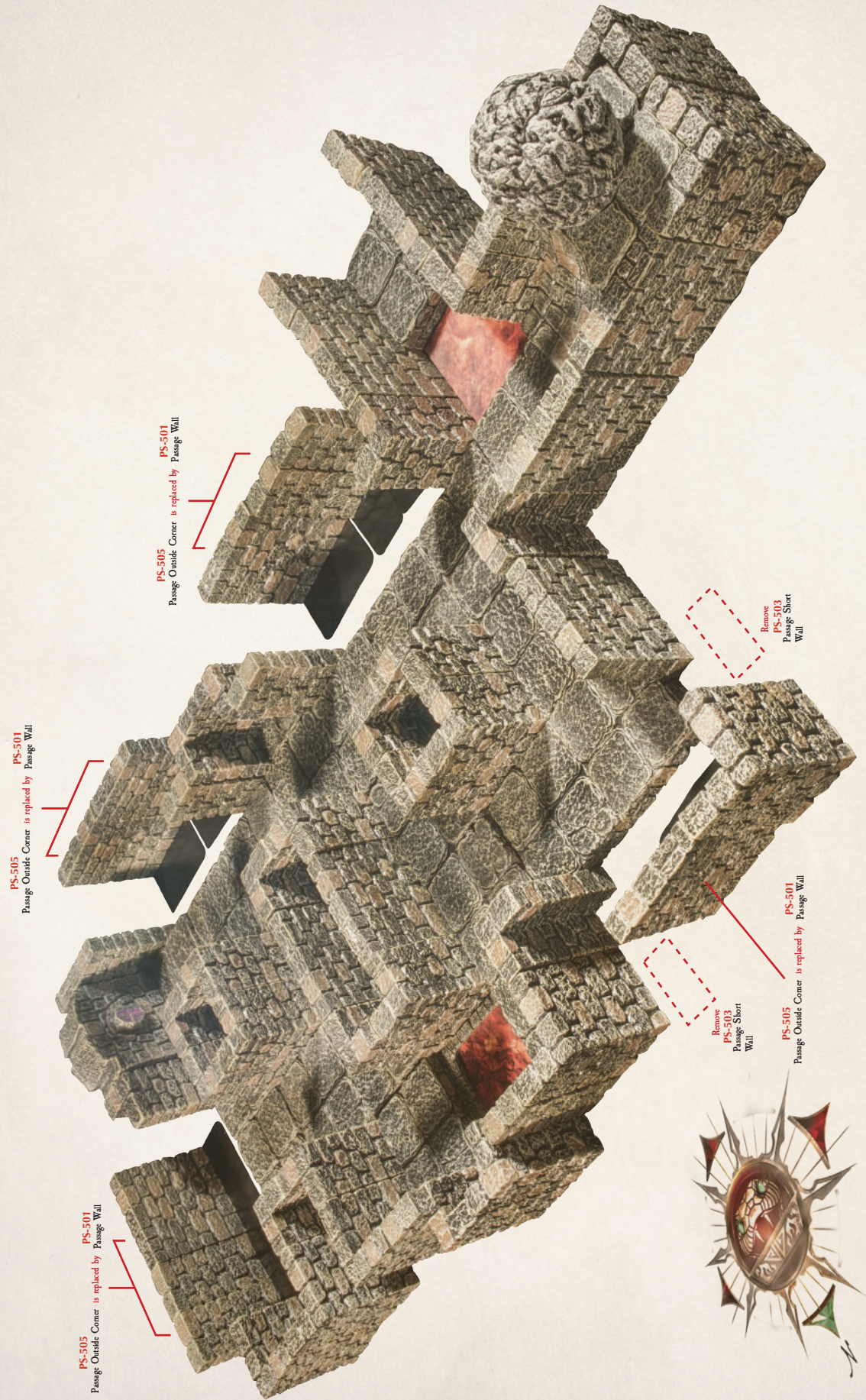


TR-513
Floor Trap
Open Hole



TR-513
Floor Trap
Open Hole

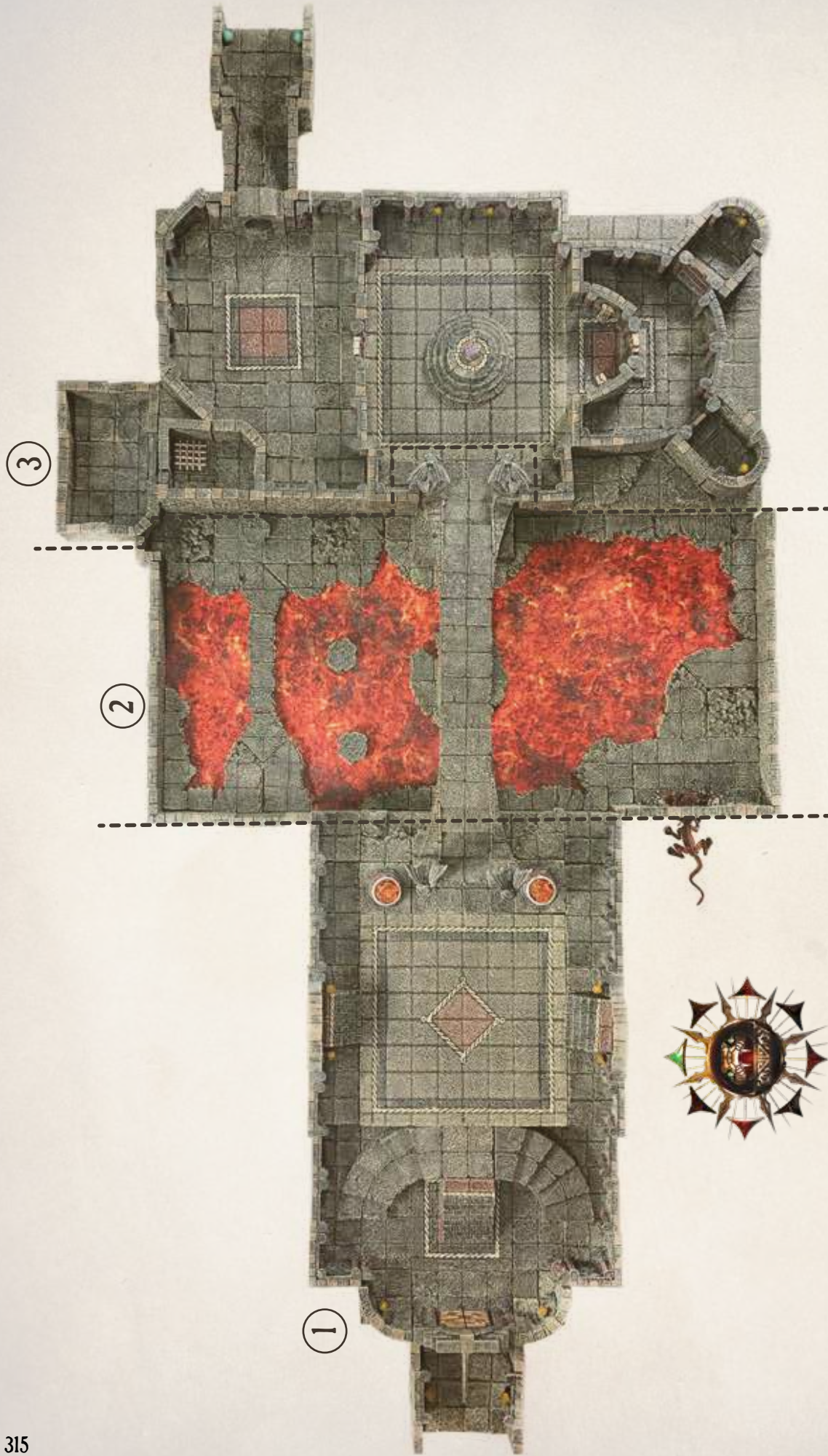
Encounter Eleven: Doomroller's Labyrinth - Assorted Traps



*Encounter Eleven:
Doomroller's Labyrinth - A new/old Version*



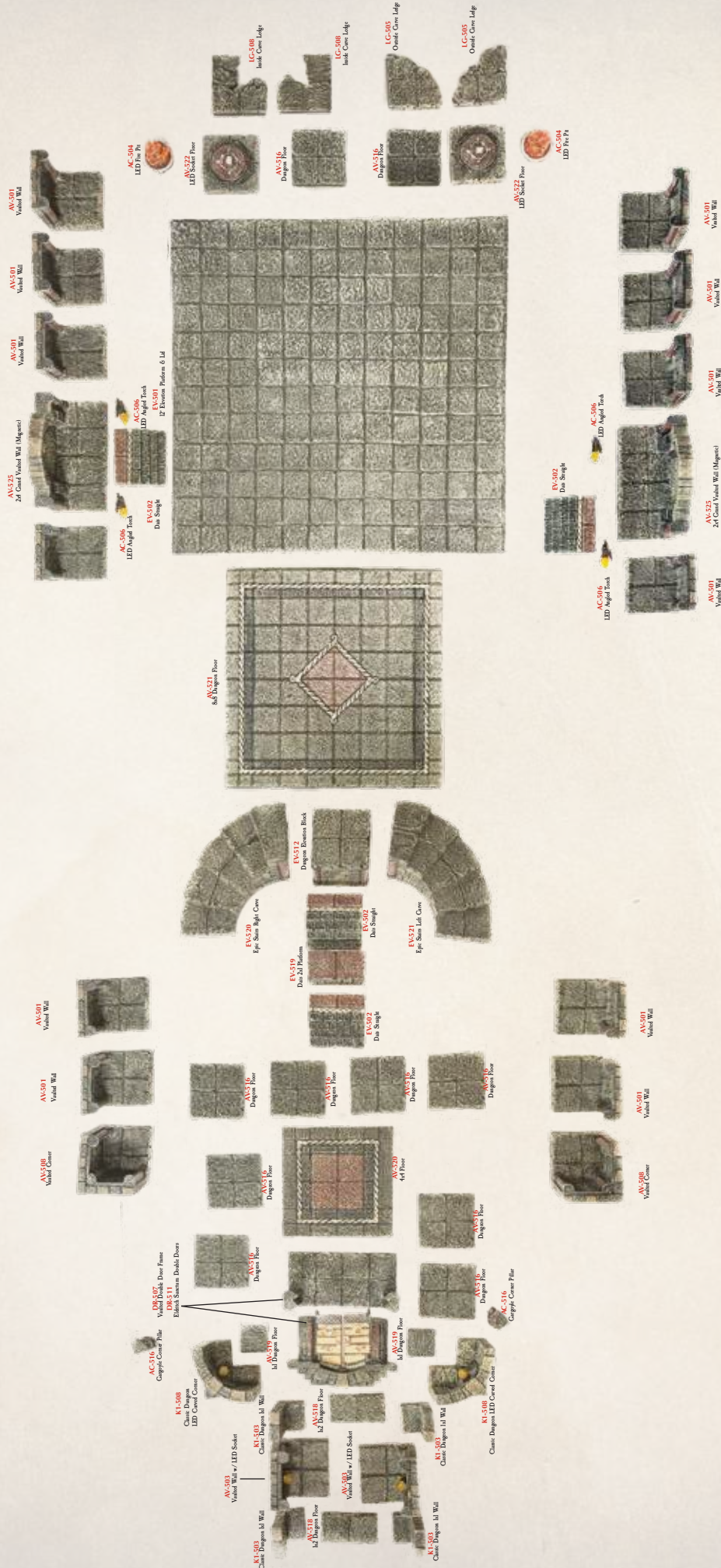
*Encounter Twelve:
Dais of the Dead*



*Encounter Thirteen:
Lava Bridge*

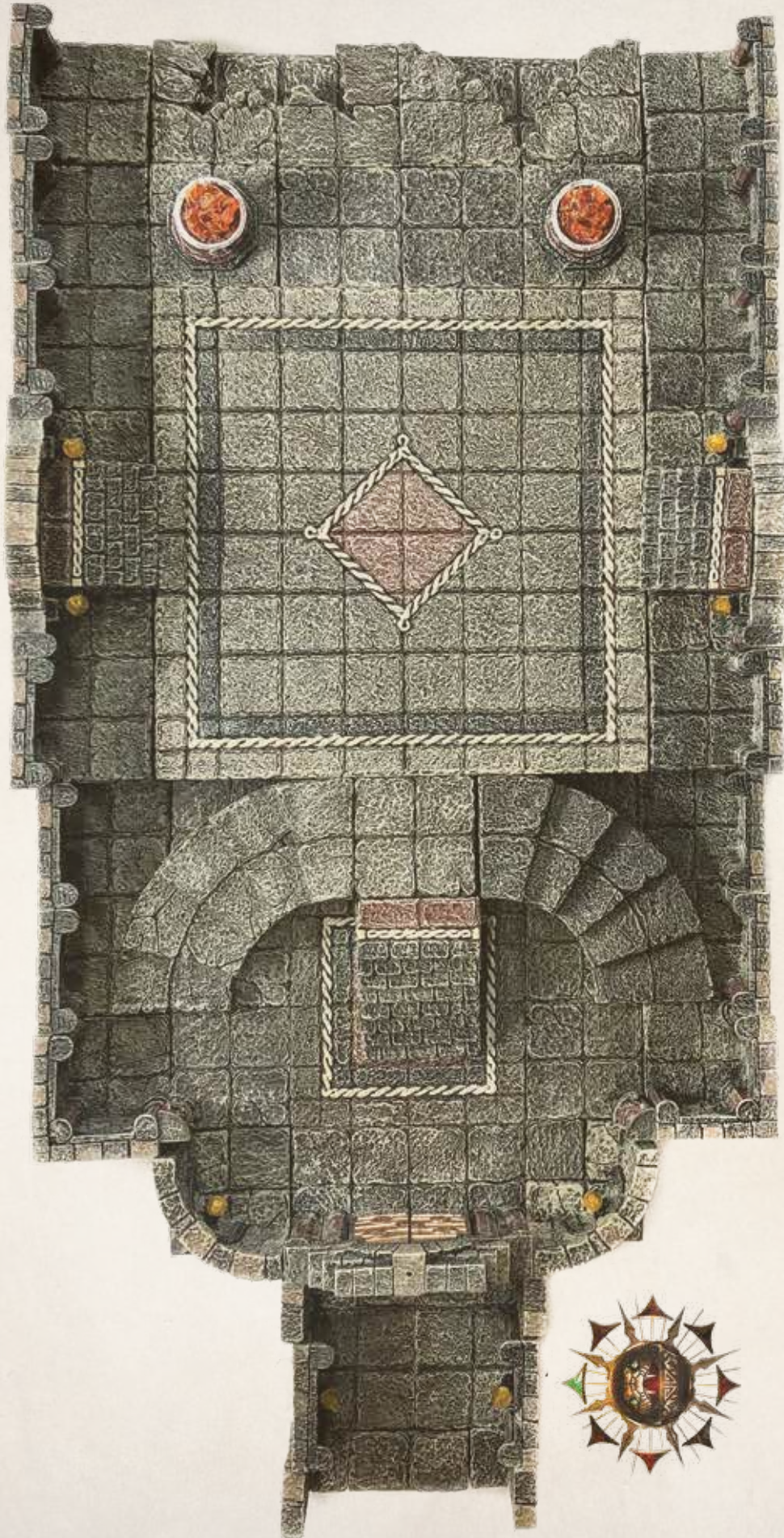


*Encounter Thirteen:
Lava Bridge*

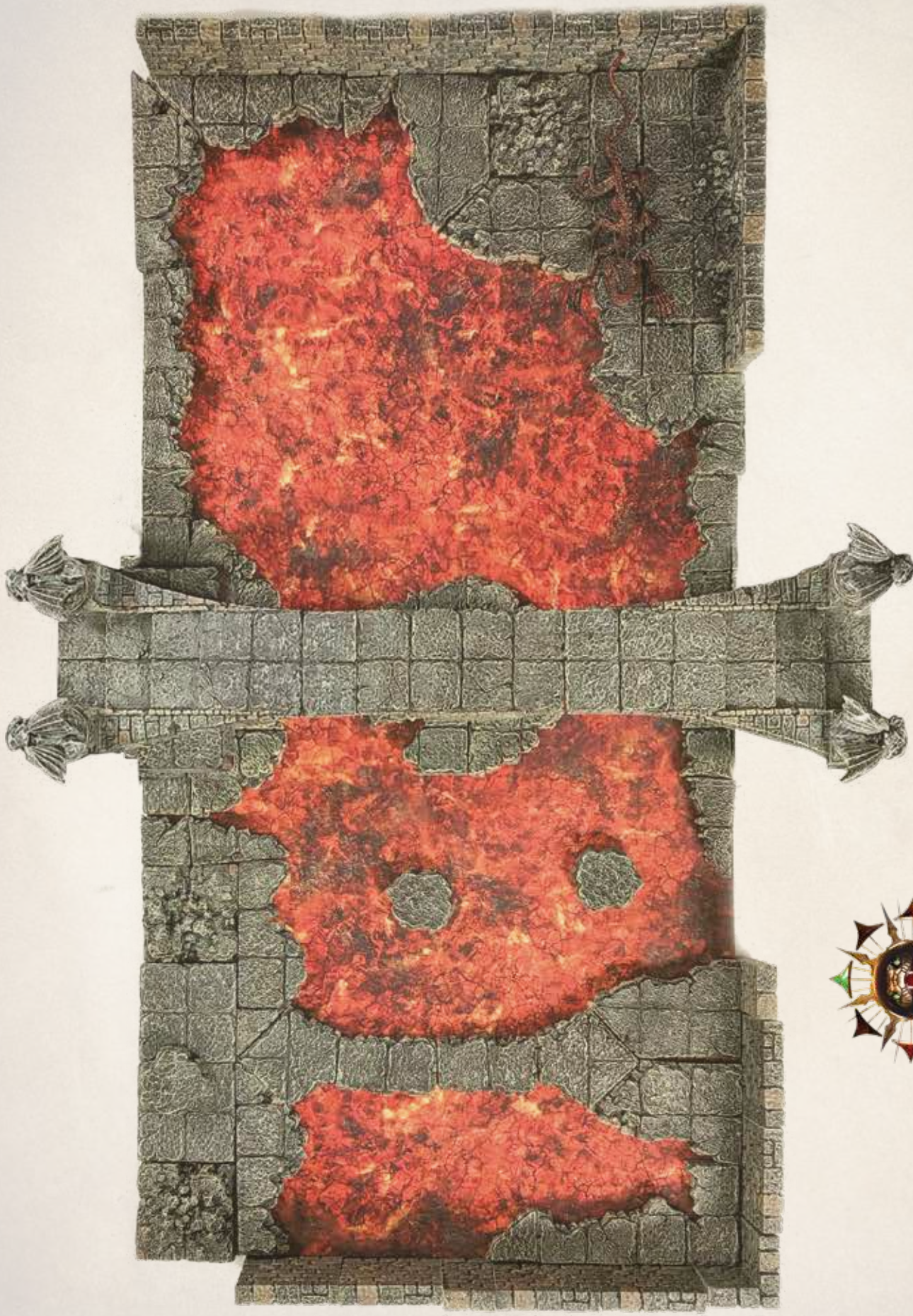


Encounter Thirteen: Lara Bridge - Part One

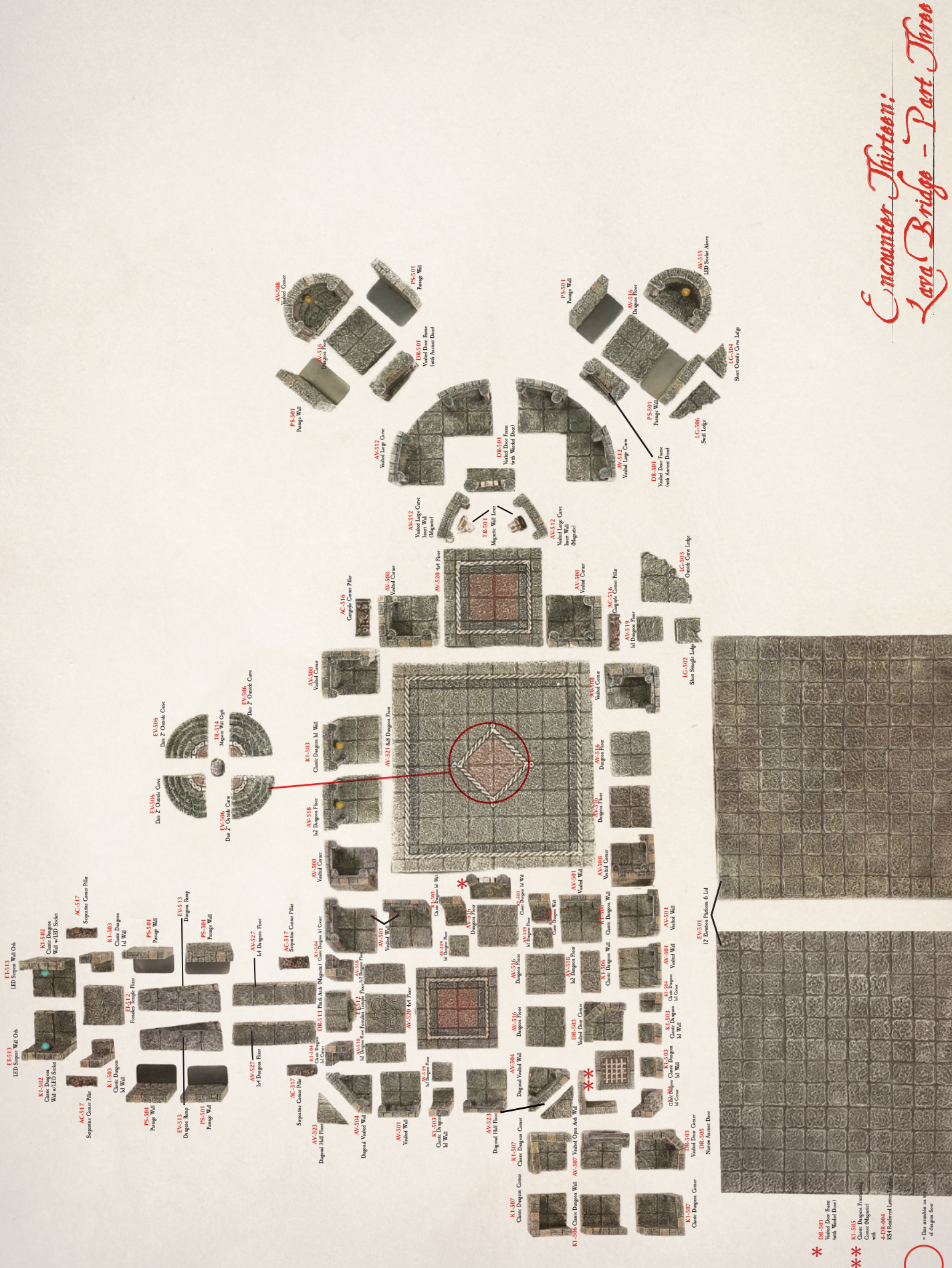




*Encounter Thirteen:
Lava Bridge - Part One*

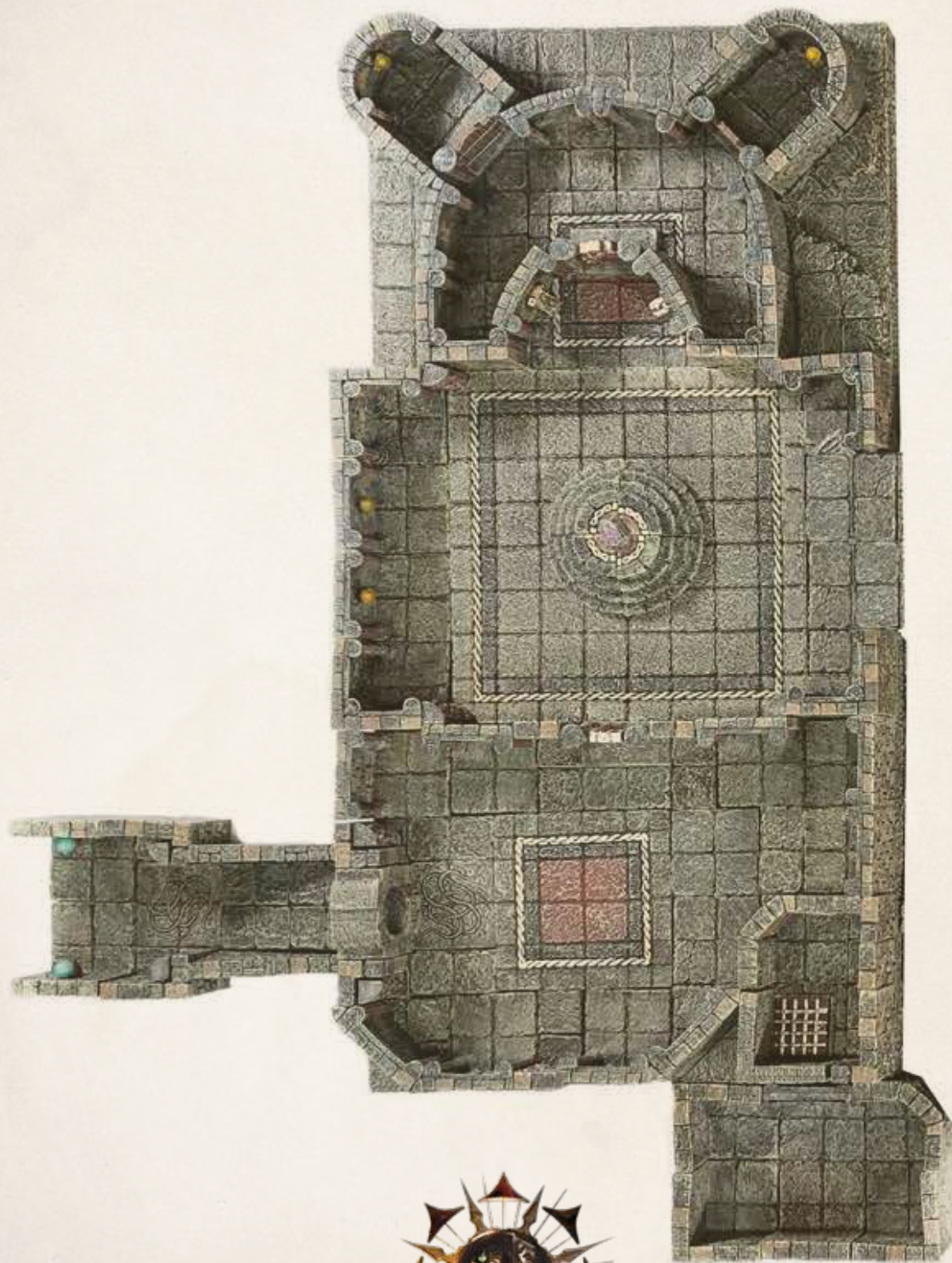


*Encounter Thirteen:
Lava Bridge - Part Two*



Encounter Thirteen: Lara Bridge - Part Three

- * DR-501 Old Room with Wall Door
- ** R1-505 Classic Dragon Throne (Magical) with 4 DR-504 RST Historical Limestone
- This symbol only appears at Dragon Eye

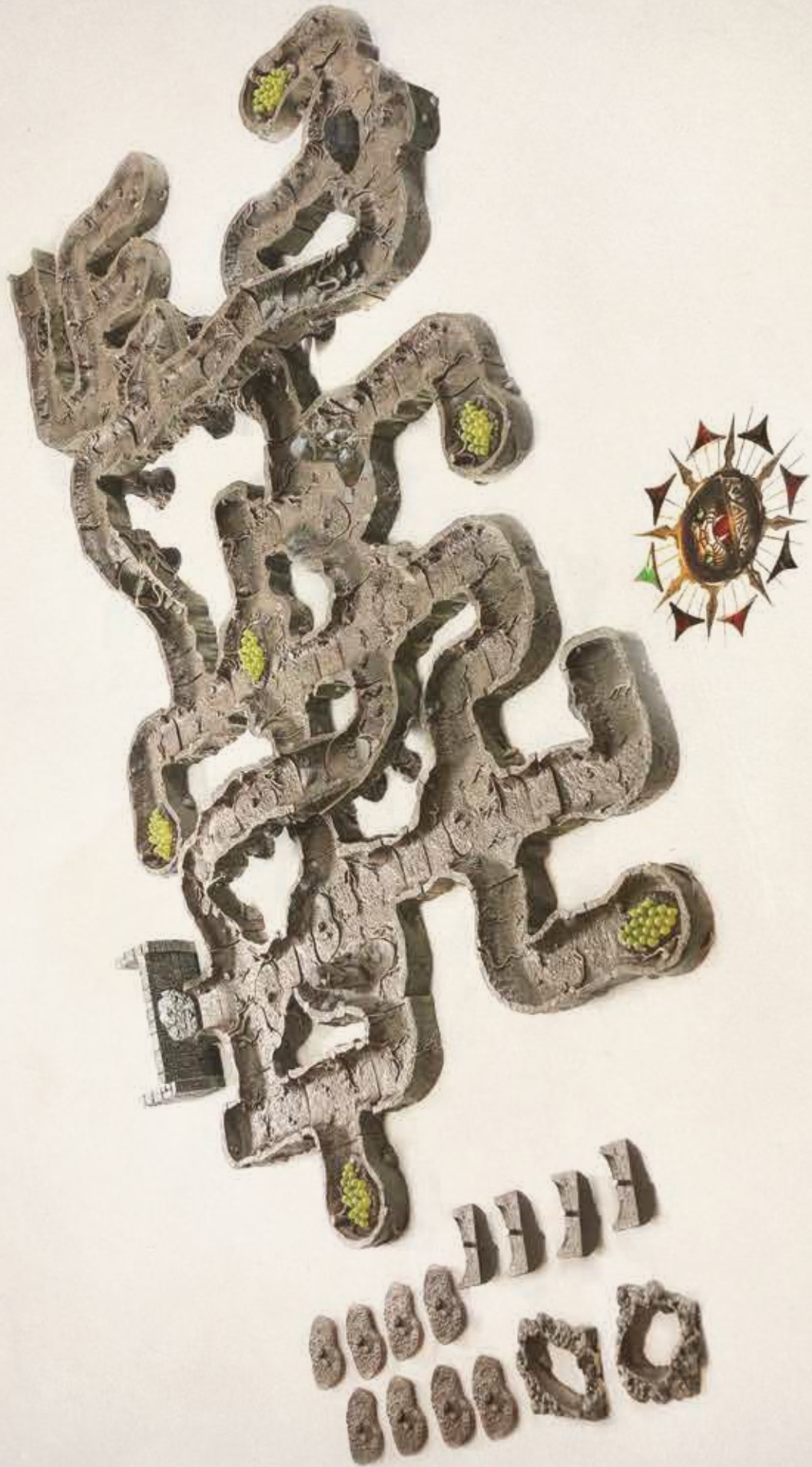


*Encounter Thirteen:
Lava Bridge - Part Three*

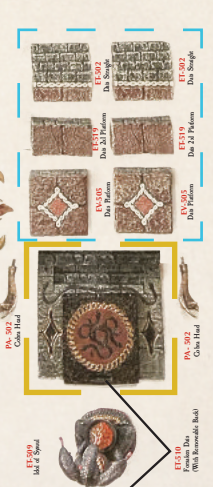
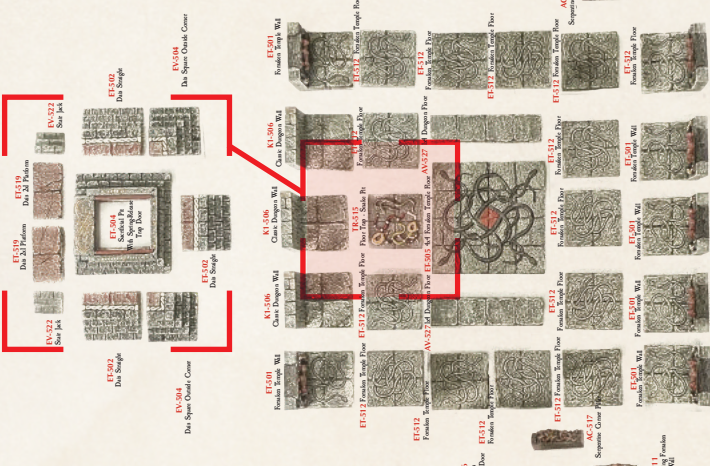
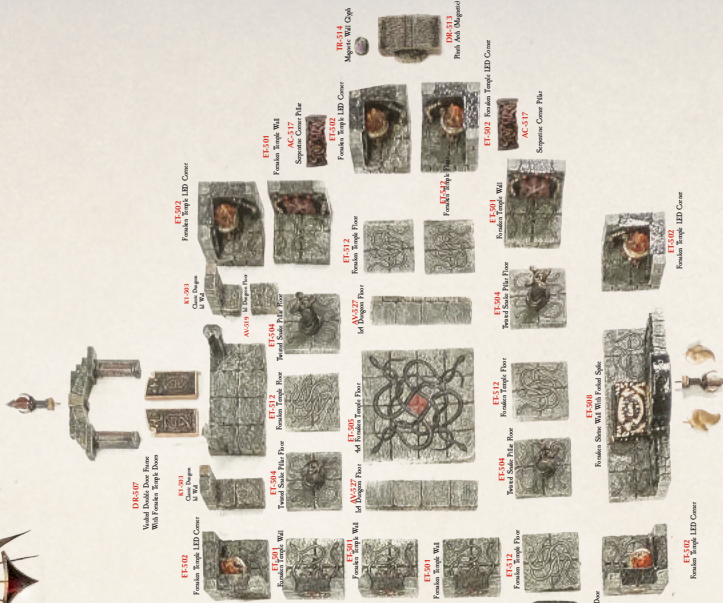


*Encounter Fourteen:
Kiri Colony*

BU-514
Map: W4 Coyh



Encounter Fourteen:
Khri Colony



Encounter Fifteen: Shrine of Syryul

[] = Forsaken Dais (top layer)

[] = Dais steps (between floor and dais)





*Encounter Fifteen:
Shrine of Sysuul*



MIDDLE EAST
DORIAN
L.A.N.
L.A.N.

Appendix E:

Rune Guides



MYTHRIAN
RUNES OF LEGEND



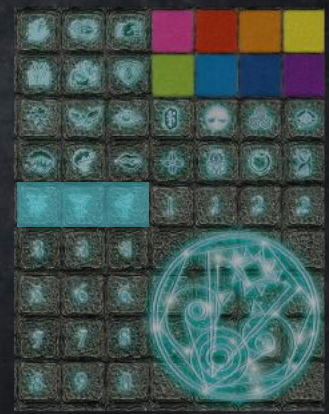
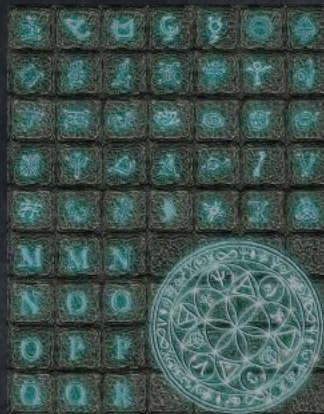
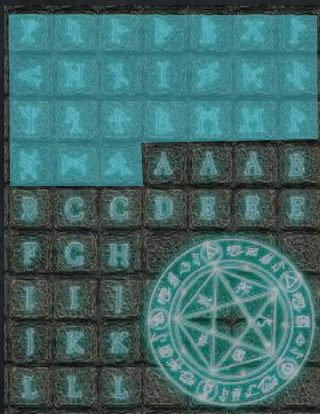
COMPILED BY
ARCHMAGNUS
ELDRID OCCOLAN



How to Use This Guide:

This guide corresponds to the sets of decals provided in *The Dungeon of Doom: Encounter 8 – Puzzle Floor*. For example, the location of Elder Futhark symbols is indicated below on the sheet, marked in blue.

Elder Futhark



Elder Futhark



F

FEHU | The Fattened Cattle
Wealth, Prosperity, Fertility,
Possessions, Abundance



U

URUZ | The Wild Ox
Strength, Freedom, Untamed
Potential, Energy, Courage



Th

THURISAZ | The Great Thorn
Giant, Change/Catalyst,
Catharsis, Focused Power



A

ANSUZ | The Mouth
Ancestors, Communication,
Wisdom, Insight



R

RAIDHO | The Endless Ride
Travel, Journey, Destiny



G

GEBO | The Gift
Generosity, Giving, Sacrifice



W

WUNJO | The Joy
Joy, Pleasure, Harmony



K

KAUNAN | The Burning Rift
Torch Fire, Malady/Burden, Knowledge



H

HAGALAZ | The Hailstorm
Disruption, Transformation,
Destructive/Creative Forces



N

NAUDIZ/NAUTHIZ | The Need
Survival, Distress,
Hardship, Needing



I

ISAZ | The Ice
Ice, Obstruction,
Blockage/Challenge



J

JERA | The Good Year
Year, Peacetime,
Fruitful Harvest



P

PERTHRO | The Pear Tree
*Feminine Energy, Mystery, Playfulness,
Games, The Unseen*



Y

IHWAZ | The Yew Tree
*Tree of Life, Stability,
Constant Strength, Trust*



E

ALGIZ | The Elk Guardian
*Protection, Shielding/Sanctuary,
Warding Against Evil*



S/Z

SOWULO | The Mighty Light
Sun, Lightning, Victory, Honor



T

TYR | The Hammer
*Righteous Judgement,
Upholding Law, Justice*



B

BERKANA | The Birch
*Birth, Growth, Nurturing, Health,
Earth/Earth Mother*



M

MANNAZ | The Person
*Humanity, Self, Identity,
Culture, Tribe*



E

EHWAZE | The Horse
*Transportation, Sending,
Communication, Relationships*



L

LAGUZ | The Lake Stream
*Bodies of Water, Flowing Water,
Living Renewal, Fertility,*



N

INGWAZ | The Heart-Seed
*Harmony, Sexuality, Fertility,
Growth, Beginning, Productivity,*



D

DAGAZ | The Daybreak
*Day/Daylight, Time, Success, Dawn
Rising, Breakthrough, Light Within*



O

OTHILA | The Homeland
*Ancestral Home, Family Legacy,
Inherited Property, Permanence, Moon*



V

VIZ | The Great Dreamer
*Magic, Power, Wizardry,
Miracle, Revelation*



C

CHU | The Chosen
*Summoning, Power, Otherworldly,
Outsiders, Marking,*



Q

QUALZ | The Cry of Shock
*Illusion, Secrets, Surprise,
Betrayal, Madness*



Arcane Runes



Glyphstone



Tree of Life



Triskelion



Evil Eye



Great Old One



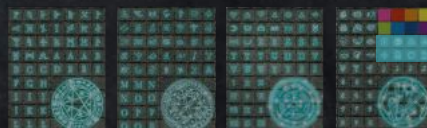
Valorian Star



Ouroboros



Lemniscate



Riddle Pillar



Crystal



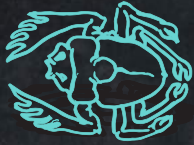
Flame



Cloud



Wave



Scarab Beetle



Salamander



Eagle



Fish



Hand



Heart



Eye



Mouth

“The Pillar of Knowledge opens the door to alchemy.”





Divine Runes



Holy



Unholy



Undead



Revivify/Resurrect



Widdershins



Inducing Madness



Key



Strength



Precious Gem



Life



Luck



Creature



Betrayal



Omen



Tether





Fortitude



Fortune



Demonic



Good



Gate



Fate



Knowledge



Scroll/ Writing



Victory



Evil Serving/servant



Boon



Death



Secret



Regeneration

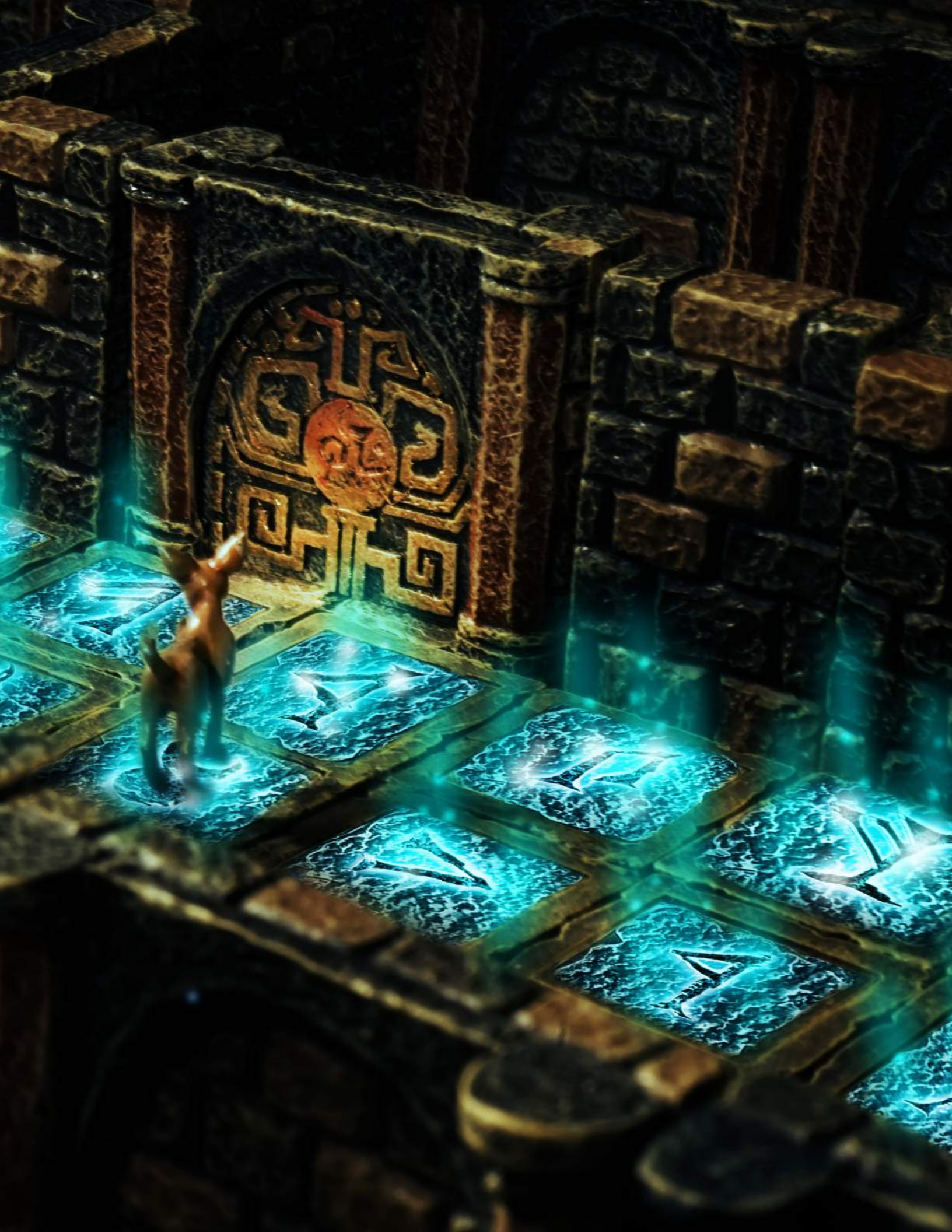


Poison Antidote



Treasure





Achemical Symbols



Earth



Air



Water



Fire



Holy



Unholy



Undead



Revivify/Resurrect



A Crucible



Gold



Crystal



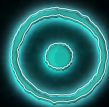
Mercury



Salt



Sulfur



Sun



Sun Rise



Sun Set



Moon



Moon Rise



Moon Set



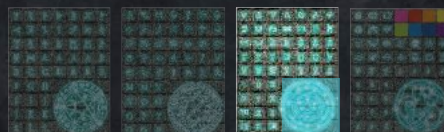






Augury Circle

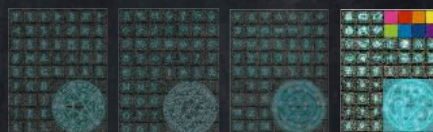
This circle is generally used for any form of divination or soothsaying. It can also be used for contacting spirits or other planes of existence.





Circle of Protection

This circle is mostly used to protect a caster, location, or item from harm. It can also be used to ward off detrimental magics or scrying.





Summoning Circle

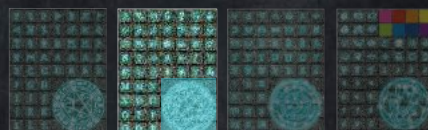
This circle is used for summoning, controlling, or imprisoning extraplanar entities. It is highly dangerous to use and any imperfection can be lethal to the caster.





Circle of Power

This circle can be used in myriad ways, from ritual casting, to linking multiple casters to enhance their power, to creating a conduit between a caster and an object of power.







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